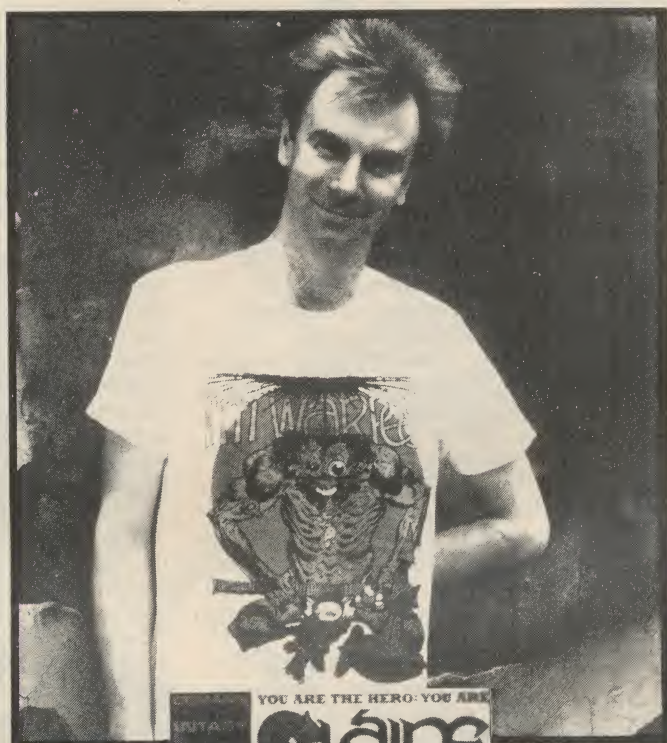


SLAINE

The Competition



Hey, **Slaine** fans, this is your chance to get hold of some truly barbarian goodies. Start filling in the form below or prepare to kiss my axe!

First prize, thanks to **Martech**, is a framed copy of last month's fabulous artwork featured on the front of last month's C+VG. PLUS a Slaine T-shirt. PLUS three great Slaine books. PLUS a copy of the game.

The next 25 runners-up will get a copy of the game, so don't forget to specify whether you've got a Spectrum, Commodore 64 or Amstrad.

SLAINE/MARTECH COMPETITION

All you've got to do is answer these three simple Slaine questions.

1 Name the comic author who created Slaine?

Answer.....

2 Which comic does he feature in?

3 What is the name of Slaine's trusty axe?

.....

Name

Address.....

.....

Please indicate which computer you own

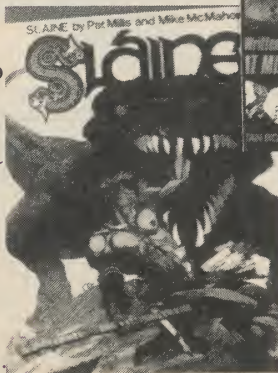
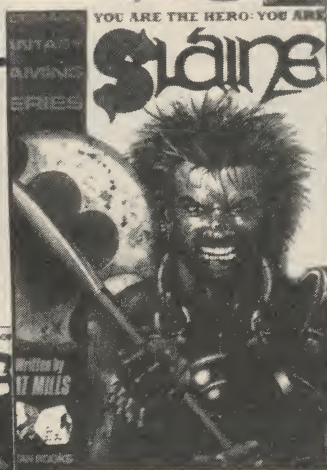
Spectrum ☐ Amstrad ☐

Commodore 64 ☐

My T-shirt size is S M L

Send your answers to Slaine Competition, Computer+ Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The closing date is October 16 and the editor's decision is final.



ADVENTURE ZONE

news

Each month the C+VG Mailbag is bursting with letters from adventurers. We try to answer all these – dispensing help and advice, whenever we can.

In conjunction with the **Adventurer's Club**, a free one-year subscription is awarded each month to the C+VG reader who has come up with something a bit special, adventurewise.

So get writing – YOU could be the lucky adventurer to win the next award, and have all the facilities of the **ACL** free for a whole year! This includes a bi-monthly dossier containing reviews, hints, and articles by Mike Gerrard, Tony Bridge, Pete Austin, Fergus McNeil, Richard Bartie, and Keith Campbell.

Plus a discount mail-order service for adventure software, a game-author support service, and phone-in Helpline.

And if you are already an **ACL** member, don't worry – your existing subscription will be extended by one year!

The very first **C+VG/ACL** award goes to **Marco Andreoli**, of Turin, Italy. A regular C+VG reader and avid adventurer, Marco begged Keith to tell him where in Italy he would be spending his holiday this year.

Marco was there to greet Keith with an impressive scroll welcoming him to Tuscany on behalf of himself and friends, a group of adventurers calling themselves *The Guild of the Rising Star*.

A well-deserved award, as to deliver the Scroll, Marco had to make a six hour train journey from Turin to Viareggio.

Colin Joss of East Lothian wins the September award, for an interesting discourse on the way adventures are splitting into two main fields. The cheaper budget titles on cassette, and the more in-depth quality of

Welcome to the Adventure Zone! Anything can happen within the next few pages – and probably will as Keith Campbell, C+VG's master of the mystic arts, brings you news, reviews and helpful hints from the wacky world of adventuring. So please don't adjust your magazine – reality will be resumed as soon as possible ...

the more expensive disk adventures.

Colin clinched his award when writing about the adventure he is currently programming in C on Amstrad 6128. Worried about the difficulties of marketing the adventure when it is complete, he asked who could help assess its potential, and advise him how to go about selling it.

This is one of the services at which **ACL** excels, and so Colin was judged to be not only deserving of the award, but likely to gain maximum benefit from being an **ACL** member.

The end of August saw the return of the **World Science Fiction Convention** to the UK – its first appearance here since 1979. Named *Conspiracy '87*, the event was held in Brighton.

As well as round the clock film shows, the Hugo Awards ceremony, and other events, leading names from the science fiction world, addressed their adoring public in talks, discussions, and demonstrations throughout the five day period, on the hour, every hour, in each of three meeting rooms.

Harry Harrison addressed an audience on the subject "*Stainless Steel Rat Speaks Esperanto*", **Brian Aldiss** gave away the secrets of how to write a best seller, whilst other big names in the sci-fi world included Terry "*Colour of Magic*" **Pratchett**, Gerry "*Thunderbirds*" **Anderson**, **Frederick Pohl** and filmmaker **Ray Harryhausen**.

The one discussion I called in on, was packed to capacity with an array of authors, all American as far as I could tell, making a meal

of answering their own questions rather than the ones posed.

In fact, the whole affair was so American, one wondered why it had been staged in this country. Certainly, within the *Worldcon*, American was the universal language – making not only us Brightonians, but all Britons, feel a minority group.

Only a mere smattering of Italian and Spanish could be heard above the grating twang coming from the dealers' room – the large exhibition hall at the Metropole, where all manner of things sci-fi were on sale to devotees.

There you could buy anything from a cheap secondhand paperback of dubious literary value, to the latest overpriced glossy hardback, anything from role playing miniatures to fantastic garments in which to role-play.

There were t-shirts, old comics, posters... you name it, it was available, including a copy of Ade Edmondson's *How To Be A Complete Bastard*. What connection this great work could possibly have with science fiction still had me baffled.

Perhaps it was a lesson in "How To Be A Complete Dealer" and shift as much old stock as possible.

Mind you, I couldn't resist picking up a handful of paperbacks, at a snip of a price – cheap only because I had a Press pass, and hadn't been caught for the £15 per day admission fee.

At the appointed hours, all those aficionados who had purchased books, queued devotedly to have their treasured possession autographed at a series of mass sign-ins. Me? I made for

the bar to ponder it all.

So what has all this to do with computers? Considering that computers are not only the subject of many sci-fi yarns these days, but are also, through games, vehicles by which sci-fi may be expressed there was very little in the way of competition or software. Four small rooms were devoted to this important sector of the business, and the whole area was cut off from the main proceedings by two flights of stairs and a long corridor, as if computers were best forgotten.

Old faithfuls, **Level 9** were there, demo-ing their latest *Knight Orc*, with Mike and Pete putting in an appearance on alternate days.

Next door was a room sponsored by **Gamer**, Brighton's leading computer games emporium. Here could be seen **Nigel Brooks** of **Smart Egg Software**, introducing *Rigel's Revenge*, a sci-fi adventure recently released by **Mastertronic**, to the world.

But nowhere were sci-fi computer games being sold, nor were adventure authors involved in any of the highbrow discussions. Surely Floyd has more to do with sci-fi than miniature unpainted figures of Orcs? Where were you Infocom? Where were you, adventure writers?

Robico Software, whose adventures have proved popular with BBC owners, has now released *The Rick Hanson Trilogy* for the Amstrad. Whilst expanding the machine range they support, Robico are sticking with the BBC for development.

Robert O'Leary is currently re-writing the Robico parser on an Archimedes machine, and it is on the Archimedes that future development will be based. This paves the way for Archimedes versions of Robico adventures, although at present there are no definite plans to produce any games in this format.

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ADVENTURE

preview

YES, PRIME MINISTER

- SUPPLIER: MOSAIC PUBLISHING/ OXFORD DIGITAL ENTERPRISES
- MACHINE: SPECTRUM (£14.95)/ BBC B (CASS £14.95, DISK £19.95)/CBM 64/128 (CASS £14.95, DISK £19.95)/AMSTRAD (CASS £14.94, DISK £19.95)
- REVIEWER: KEITH

Now and again, it is refreshing to sit back and play through a game at a reasonable pace, without having to rack one's brains at every step.

Yes, *Prime Minister* is just such a game, and although there are no puzzles, there are some very tricky decisions to make, and plenty to think about during play.

For a period of five days you become Jim Hacker, the country's best loved Prime Minister who never was. The game is based very closely on the very popular BBC comedy series — so closely, in fact, that the result is quite astonishing, and very entertaining.

You operate from your office, which is represented

graphically, viewed from your side of the desk. The objects around the room are icons, and selecting them using a hand-shaped cursor, moved smoothly around by either joystick or control keys, allow desk drawers to be opened, phones to be answered, and other functions activated.

Play is in real time, and your clock is a constant reminder of your appointments for the day, which are found written in your diary — you can bet Sir Humphrey will not be pleased if you miss one!

As PM life is never dull, for during the odd few moments when you are not attending a meeting you're kept on the go the whole time.

Bernard keeps plonking urgent messages on your desk, and if you're not dealing with one of these, there are two phones and intercom to keep you busy, as well as telex messages to receive.

Behind the Union Jack on the wall is hidden a safe, in which the latest opinion poll ratings are kept. The object is to increase these from the initial 50%.

Somehow, I managed never to register an increase — a slippery slide into unpopularity verging on hate,

was the hallmark of my premiership — so I'll probably win the next election.

The real play comes during the meetings, which take place in dialogue form, throughout which you have to make decisions.

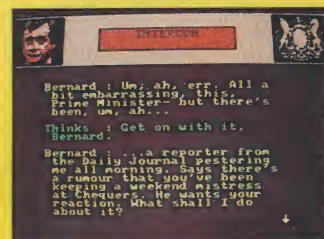
How would you deal with such thorny issues as the need for a new nuclear power station? What are you to do to avoid becoming a laughing stock when your daughter manges to get her car wheel-clamped outside number 10? And how about reducing teachers' pay if their pupils' exam results don't come up to scratch?

The situations throughout the game are generated on a random basis. Not all topics come up in every game, and it's unlikely that you will get the same combinations twice.

At the end of each day, data for the next day must be loaded into the program before proceeding.

If you haven't had experience in making prime ministerial decisions, don't worry. Bernard and Sir Humphrey are always on hand to point you in the right direction — usually the one in which they want you to go!

The cross talk between the



two of them, and their interaction with you, is extremely well implemented, and conveys the mood of the TV series and the facets of the characters in it more closely than any other game I have seen.

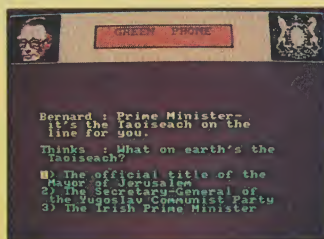


STER



The only difference here is that you are in the hot seat, and feel that you have actually taken on the characteristics of Jim Hacker!

The dialogue is impeccably written, and as might be expected, Sir Humphrey often comes out with sentences a whole screenful long, superficially profound, but absolutely



meaningless in reality!

All in all, a thoroughly enjoyable and untaxing game, that is every bit as fun as watching the TV programme. Paul Eddington, Nigel Hawthorn, and Derek Fowlds positively jump out of the screen.

► TEXT
► ATMOSPHERE
► PERSONAL
► VALUE

10
10
9
7

COMPETITION

A week is a long time in politics, or so a famous politician once said. But do you think you could survive five days?

Well here's your chance to find out with C+VG/Mosaic's *Yes, Prime Minister* competition.

Mosaic's game is based on the highly successful television comedy series. You play the part of Prime Minister Jim Hacker who, with the help of his faithful civil servants Sir Humphrey and Bernard, must survive a turbulent week of Westminster politics.

You've probably read Keith Campbell's review of the game already. And now we're offering you the chance to get the game and some other *Yes, Prime Minister* goodies.

But first the prizes. The winner will receive a copy of *Yes, Prime Minister — The diaries of the Right Hon James Hacker Volume II*, the 1988 *Yes, Prime Minister Diary* and a copy of Mosaic's game.

The fifteen runners-up will get a copy of the game.

Now for the questions. Answer them correctly and send your answers to Yes, Minister Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is November 16th.

Questions.

1) What was Jim Hacker's position before he became Prime Minister? Was it A. Foreign Secretary. B. Secretary of State for Administrative Affairs. C. Chancellor of the Exchequer.

Answer _____

2) What is the name of the actor who plays the part of Jim Hacker? Is it A. Paul Eddington. B. Garry Williams. C. Richard Briers.

Answer _____

3) Who was Britain's youngest Prime Minister? Was it A. William Pitt. B. William Tell. C. William of Orange.

Tie Break. In not more than 25 words say which computer game character you would like to see as Prime minister, and why?

Answer _____

YES PRIME MINISTER COMPETITION

Name _____

Address _____

Please indicate which computer you own.
Spectrum ☐ CBM 64 ☐ BBC B ☐ Amstrad ☐
Amstrad PCW ☐ PCs and compatibles. ☐

TRANTOR

THE LAST STORM TROOPER

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Zybor reacted in the only way left to it whilst the technological advantage remained in its hands. And so Trantor was brought from out of the ranks of the warriors forces where a brutal streak and rebellious nature made sure his talents never realised their full potential. His credentials were perfect his mission was simple, to lead a band of outlaw mercenaries and smash the growing power of the New World NEBULITHONE before its atomic threat turned into an awesome cataclysm of conflict. But the Nebithons were not unprepared and when on return from a reconnaissance scouting, Trantor found the remains of his undercover force scattered amongst the alien landscape along with the last fragments of his battle cruiser, he felt the hate and rage surge through his body and within the ice cold compartment of his mind, he recognised the burden that now lay with him, that all now depended on he
— Trantor, the Last Stormtrooper.

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Screen shot from Amstrad version.



Screen shot from Spectrum version.



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ADVENTURE

reviews

SPACE QUEST

► **SUPPLIER:** ACTIVISION
 ► **MACHINES:** ATARI ST: (£24.99) AMIGA; APPLE II; MACINTOSH; IBM PC: (£29.99)
 ► **REVIEWER:** KEITH

The noise of the alarm awakens me from my illicit slumber in a janitor's cupboard aboard the space station. Lights are flashing – the station has been programmed to self destruct! There's no time to lose...

As a lowly janitor there's no way I have access to the docking bay and the escape pod – so I'd better try and find someone with an authority card.

Trouble is... there's nobody around. Or rather, there are plenty of bodies around, but only dead ones! I resort to the grisly task of frisking the corpses to try and find what I need.

A rather frantic hunt it is, too, for as soon as the countdown has finished – it's KABOOM!!

This is an animated 3D adventure in the style of *King's Quest*, but with rather more adventure and puzzles.

At the start of the game, two corridors are shown one above the other, with blocking walls, and interconnecting lifts.

The player guides a spritely little fellow around with joystick or mouse.

He can pass either side of obstructions, but will stop when he collides with one unless manoeuvred around it.

If this sounds a bit like an arcade adventure, it is. But very little arcade skill is required, and the puzzles and text input are more typical of a conventional adventure. Most of the graphics occupy the full screen, and many are superbly animated.

The objective of the first stage of the game is to escape the space station before it explodes, and to do

this means you have to find an escape pod, and discover how to fly off in it.

This task contains all the pitfalls one would expect in a more conventional text adventure, involving operating the docking bay doors, airlock, and the pod itself.

Then there's always the chance that you may have left a crucial object behind, undiscovered.

At any stage in the game, text commands may be entered, and the responses

– each file must be laboriously copied with manual intervention.

And the copy protection method used requires that the original disk be used to start loading the game up.

Presumably this has to be a good disk – so why bother with the chore of copying?

Secondly, the SAVE feature, which requires a separate, pre-formatted disk, takes a bit of getting used to. However, once mastered, it does have the advantage that quite a lengthy

comment about the saved position can be tagged to identify each of up to twelve save files.

This is a big colourful game, full of sound and action. There's a lot of fun to be had exploring the paths and crevices on the planet that the pod eventually lands on.

Space Quest is an adventure that should satisfy arcade-adventure enthusiasts, at the same time offering an interesting challenge with a difference for enthusiasts of the traditional adventure format.

► VOCABULARY	7
► ATMOSPHERE	8
► PERSONAL	8
► VALUE	7

are shown in text windows superimposed on the graphic screen. A touch on the RETURN key returns the player to mouse/joystick mode.

However, whilst the game can be recommended, there are a couple of rather clumsy features in the way the software operates.

The owner is advised to make a backup copy of each disk before starting out – always a sensible precaution.

But the ST disk will not back up using the Diskcopy facility



THE HUNT

► **SUPPLIER:** ROBICO
 ► **MACHINES:** BBC B CASSETTE: (£9.95); ELECTRON CASSETTE: (£9.95); BBC B 40 TRACK DISC: (£12.95. MASTER COMPATIBLE); BBC B 80 TRACK DISC: (£12.95. MASTER)
 ► **REVIEWER:** JOHN YEATES

Beeb adventurers all know and love Robico games, and now their latest is here – the first with graphics.

The Hunt – Search For Shauna involves you, the pilot of a space craft, in the hunt for crewmember Shauna, who has been kidnapped.

Your first task is to escape from the spaceship – no great shakes, as it tells you how in the instructions. Once you have sneaked through Customs, you can explore the space station and start searching.

No Klingons on the starboard bow, although there are a load of tame robots who trundle around carrying things, and generally doing little else.

There is also a maze (heigh ho, here we go again) and some weird humour – like the area marked BERTH CONTROL. Now if I could just get in there ...

In the space taxi, you can go and visit other people's spaceships – you DO remember where you parked yours? – but you

need a code before you can do so. Spoilsports!

The graphics look as if they have been done on the GAC, although this is not mentioned. The tape version has graphics in every location, and the disk version loads up better graphics in about 20 of them. Some are rather nice, even if not up to Amiga standards. There are clues in the pictures.

The adventure has about 100 locations, and uses a full sentence input system – but you can only input one sentence per command. As usual, there are a few vocab problems but for disk users in trouble, *LOAD HUNT2 views memory from &5100 onwards.

The HELP command just tells you not to be lazy – well thanks a bunch, guys! Currently I am having problems negotiating the maze – maybe I should draw a map for once in my life? Opening a door with a plate on it is also a problem, and, of course, getting past the obligatory zaper which kills you if you try to pass is just impossible at the moment.

You may have guessed by now that I like this game. Nice graphics, good text, logical puzzles, no sound (shame!) and a good plot. But why did they have to use a disk box that disintegrates when the Post Office gets at it?

► **VOCABULARY**
 ► **ATMOSPHERE**
 ► **PERSONAL**
 ► **VALUE**



8
10
9
8

COMPETITION

● Here's YOUR chance to win a free copy of *The Hunt – Search For Shauna*! Robico are offering 10 cassettes plus 10 discs for the first correct answers opened on 16 November. ALL entrants will get FREE membership of the ROBICO SOFTWARE CLUB, normally costing £5, simply by ticking the box!

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3. Who wrote The Day Of The Triffids?

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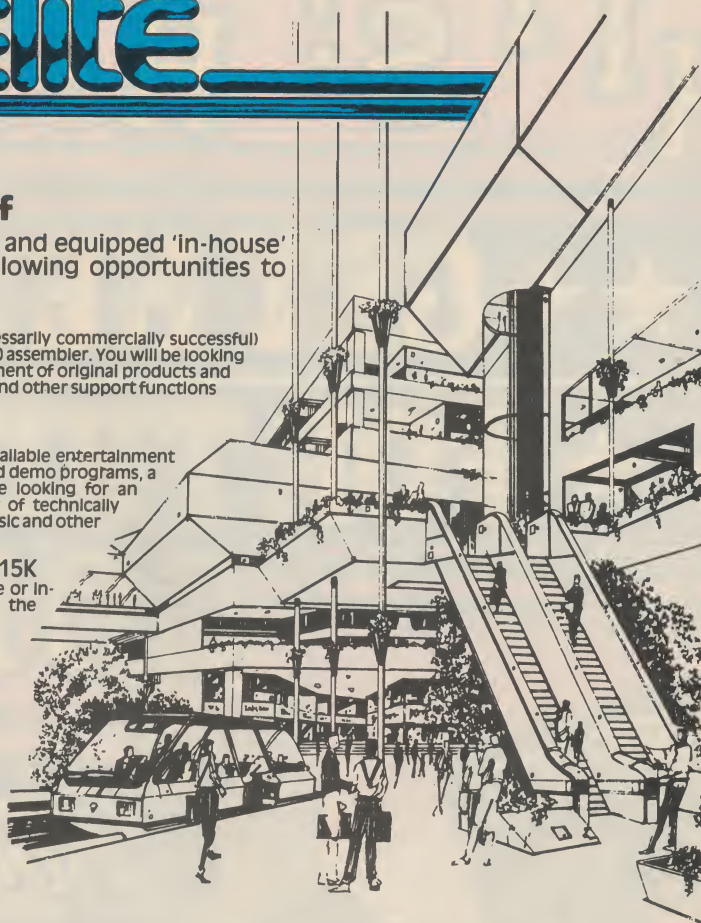
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ADVENTURE

Fresh from foreign fields, The Fiend finds fun, frolics and frivolity in fermenting fear in a forceful fashion for Keith Campbell and the world of adventure. Fighting fit, he flails fools, follies and frippery. Phew!

The Fiend.....

So that nice Mr. Campbell tried to escape The Fiend's wrath at being forced to play Inspector Flukeit, by skipping the country for a while, did he?

Fiends, too, need a rest now and again, for groping out public nuisancing is demanding work, even for a mega-being like that of your very own Fiend.

But now the moment you have all been dreading has arrived. I, too, have returned from holiday, and the break has done me a power of good. You are now faced with a Fiend that is rested, tanned, and even more Fiendish than before, if such is possible.

The Fiend's holiday plan this year was to honour Florida with his presence. Then, tiptoeing into my consciousness came an idle thought. Scott Adams lives in Florida, doesn't he? YUUREEKAH! What a meeting that could be!

The Fiend could report back to you, my faithful fans, and I could sting that nice Mr Metcalfe for my air fare!

But oh, the best land plans of Fiend and men. Not only had Mr Adams quit the world of adventuring, but he had moved! HA! But then many quail before the wrath of the Fiend.

So, fellow adventurers, do we rejoice that our tormentor is finally to leave us in peace, or do we mourn the passing of one of the greats? Were his best games yet to come, or had he passed his peak, and quit while the going was good?

The Fiend thinks that Mr Adams peaked with *Claymorgue Castle*, fiendishly difficult (praise indeed!) but brain bendingly logical. Tough, but fair.

Hulk and *Spiderman* were both worthy adventures, but



were of easier solution. But as for the *Fantastic Four*, the Fiend can be in no doubt that Mr Adams quit in time. The spark has gone, and as I have been heard to growl on many occasions, any fool can make an adventure impossible to play by use of multi-word inputs and obscure vocabulary.

Yet I rue the passing of he who popularised adventure games and brought us many hours of entertainment.

Will he really be able to turn his back on adventure games, or might he re-emerge, refreshed and

revitalised, with head full of new ideas? The Fiend sincerely hopes so.

Some small measure of relief can be drawn from the recent appearance of the missing Scott Adams games on the Spectrum.

About blooming' time too! The Fiend has carried his Spectrum into battle for nearly five years now. Together we have slain colossal dragons, escaped from goblins dungeons, and blissfully traversed red hot lava.

I have dared the deepest dungeons, travelled to the

farthest stars, and even braved a holiday in Terrormolinos, always with my faithful Spectrum at my hip.

And what reward do the software houses bestow upon such a worthy? They ignore it! The Fiend is very cross!

Suddenly everyone else seems to be playing games that are not available for the old faithful. KC raves about *The Pawn* and *Guild of Thieves*.

Is the Fiend alone in still wanting to play adventures on the humble Spectrum? Is mine the only working model left in the world? Or are my suspicions correct that there are yet more Spectra in use than all the others laid end to end?

I am aware that the old boy is memory limited, but superb digitised pictures have been seen. Sam Fox springs to mind for no apparent reason. So faced with the option of giving us all graphics, even if it takes several loads, or giving us a text only version, which do they give us? BAH!

The Fiend is even more cross about the lack of *Leather Goddesses of Phobos*. Us Fiends know exactly what to do with a six foot rubber hose and a pair of cotton balls – but will we ever get the chance?

One final question for your poor feeble minds to contemplate. Will we ever see any of these whizz bang games on the 128 Spectrum? If not, is it because nobody is buying the beast? If so, is nobody buying the beast because there is no software for it? Beware software houses – The Fiend is watching you!

STOP PRESS: The Fiend came face to face with the cringing Campbell at the PCW Show recently. You should have seen the fear in his eyes. It was a joy to behold.

ADVENTURE

helpline

Some Very Big problems have been cropping up this month! To kick off, Kevin Boyce of Co. Donegal keeps falling over! He can't get past the gardens at the beginning of part 2 in *Very Big Cave*. Batman's belt is also baffling him — what number should he dial?

Meanwhile, Paul Ferris is at a dead loss for something to do in Gotham City. What, no decent arcades, Paul? Who can point him to the best nightspots?

Sandra Linnekor got away to an early start with *Space Quest* (review this issue) and as I had only just started to play the game myself, when I received her letter, I was unable to help. With 32 points, Sandra found herself in an underground cave on another planet, facing the

ubiquitous unopenable door.

Could it be that she needs the two white objects found next to the space suit, she wondered? She could not pick them up, as she didn't know what they were!

Having got a little further now, I can say that I doubt whether they will help open that door, Sandra. Try examining the closet, to discover what is within! Take it, and then examine it again, for some more detail.

Darren Sellwood is stuck in a lot of games. Here are his main problems: How can he stop dying of starvation under the gravestone in *Matt Lucas*? And how can he get started in *The Serf's Tale*?

Paul Meakin of Nottingham, has coaxed a bull, and managed to get a gun, some skis, and a photo.

Now Rick Hanson has him baffled — who can tell him what to do next?

Jonathan Marshall is thoroughly enjoying the *The Big Sleaze*. But now he has a few questions

Do the letters carved on the tree mean anything? What should he do in the library? And can he save the dame from King Kong — a question also posed by Kevin Murphy of Kirkaldy?

Well, I thought we had *Heroes Of Karn* covered by now! But David Portman of Belbroughton can't find the crowbar. Nor can we! David is really desperate because he still keeps trying to find it, and his girl-friend is getting madder and madder every time he loads the game! Leave it loaded, David, and sneak in a few goes while she's not looking!

Who's been sending us duff clues, then? Abed Janzir of Irbid in Jordan says that the clue for *Labyrinth* ('Pay no attention to Alph and Ralph') is wrong! Without them, says Abed, it is not possible to reach Goblin Castle. Who can help Abed into the Goblin Castle?

"Frankenstein is driving me nuts (or should I say bolts — through the neck?)" quips Mike Thomas. He's stuck at the ice crevice and found a climber frozen in the wall. How can he get him out without burying himself under all the falling ice?

How do you kill the creature in the bloodstained room, in *Temple Of Terror*, asks Gregory Quinn of Northern Ireland.

Peter Wall of Saffron Walden, is going round in circles, while A. Orton of Leicester, is simply stuck. Both are at the entrance to Tower Doom in *Custard's Quest*, and the nasty Time Beast won't let them through. Peter is sure that he must give him a watch or clock, but cannot find either.

And finally, here's a couple of golden oldies! First, *Kingdom of Hamil*. How do you avoid the furry arm in the

pit, and avoid being sacrificed in the cornfield? Where is the tapestry room?

On to *Castle Blackstar*. How can the dragon be killed, how can the flaming lake be crossed, and how can the doorway high up in the chapel be reached? All these, from someone calling himself *The Lone Stranger*.

John McCann of Lisburn, reckons that *Worm In Paradise* on the Amstrad has more bugs than he has seen since the days of *Screaming Foul-Up!* (Remember him?) But bugs sometimes prove useful, and if you want to discover all the objects in the game, try this.

Go to the police station, and type "give me to the fuzbot". The fuzbot takes you and checks you out, and then comes back saying that he can find no crimes. However, he leaves you in a location from which there is no exit.

Next type "examine all" and a description of every object will follow. "Very useful," says John, adding that it didn't actually help him at all!

Here's how Les Brady cheats in *Quest for The Holy Grail*, C64 version. First reset the C64, then: POKE 2050,8

SYS 42291
POKE 45, PEEK(174)
POKE 46, PEEK(175)
POKE 47, PEEK(174)
POKE 48, PEEK(175)
POKE 49, PEEK(174)
POKE 50, PEEK(175)

This should give you an entire listing of the game, says Lee.

● To clear up any confusion over the C64 bug affecting giving money to the tramp, in *Spytrels*, M. Blackery of Basildon explains: "After finding the wallet, you should switch the graphics off before examining it. You will then be told you have ten coins. Fail to turn off the graphics and you are told that you have no coins — in fact, that is what you really have!" Strange way some people write adventure programs...

ADVENTURE clues

ASYLUM: Hack the telephone the bear at eight feet! FANTASTIC FOUR: A chip off the old block should be put under it, to help Thing break it. SPIDERMAN: Don't tread on sand — don't walk on the floor. STATIONFALL: The late Shady Dan can help open doors even yet. THE LURKING HORROR: A padlock may have more than one use. GUILD OF THIEVES: Sticky files make succulent meal. BUREAUCRACY: Learn to speak the lingo aboard the plane. Don't wear anything extra until falling. FRANKENSTEIN: Don't pine for a compire. Brevd: say YES at the 2, leave the city and meet COLOUR OF MAGIC: In part chest. should be able to open the Orc in the tower, and you and sail to the island. Kill the recruit allies. Then find a ship and sail to the island. Kill the GREYMARE, get the staff, and RUNESTONE: Start as fountain. scroll offer examining the TOWER OF DESPAIR: Hold the in with the wire cutters. DODGY GEEZERS: The sewers are under the carpet! Break RECEIVER for the magnet. ASYLUM: Hack the telephone the bear at eight feet!

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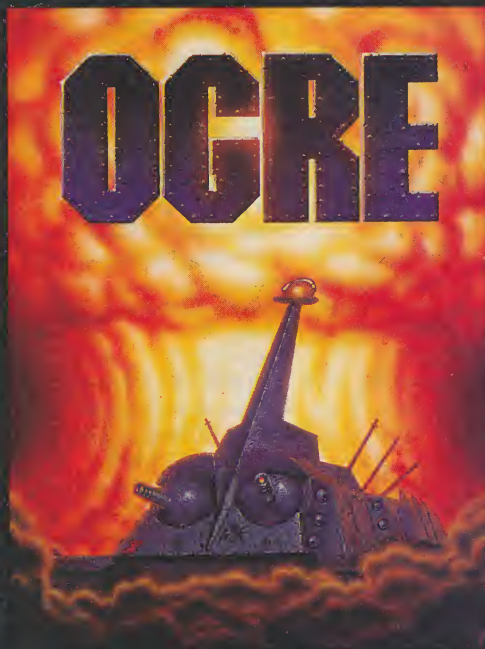
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night of horror

dark they were and bleary-eyed. The warped, the weird and the wonderful gathered under the cover of night in Birmingham recently for the British Fantasy Society's FantasyCom, C+VG's very own fantasy figure, John Gilbert, joined them to sample the latest books, films and videos and lig it with Some Very Famous People.

A riotous weekend of wanton debauchery among famous authors and artists is the lure used by The British Fantasy Society to attract its members and friends to FantasyCon.

The annual convention, held this year in Birmingham, contains a gory selection of bad videos, guest speakers who this year included M John Harrison with Americans George R R Martin and artist J K Potter, and readings from soon to be published novels and short stories.

First, though, on the Friday evening start-up, I had to sign in, meet old friends, collect a chunk of info about forthcoming films and publications, browse through a mass of books and recent film scripts in the dealers' room and make sure that I'd

scooped up everything of importance before others got in on the act.

Once satisfied that I hadn't missed any rarities I paid my compliments to the bar and gathered hosts, rather than watch the first video presentation, *Terror at London Bridge*. Already bouyed up by a skinful of vulgar-tasting vino, drunk during the launch of The Writers of the Future competition, I sat mostly talking, rather than supping, to some of the event's freshmen.

At midnight we left the comfort of over priced Pepsi and filtered into the convention hall where Clive Barker, horror author and director of *Hellraiser*, read from *Weaveworld*, his mammoth novel published by Collins in late October. It's a brilliant mixture of fantasy and

horror which takes in Liverpool, Barker's birthplace, and a world woven into a carpet.

Weaveworld may represent Clive's return to the literary scene after more than a year but the boy's been busy in the movie world. *Hellraiser*, the film in which he seems to have played every production role except producer,

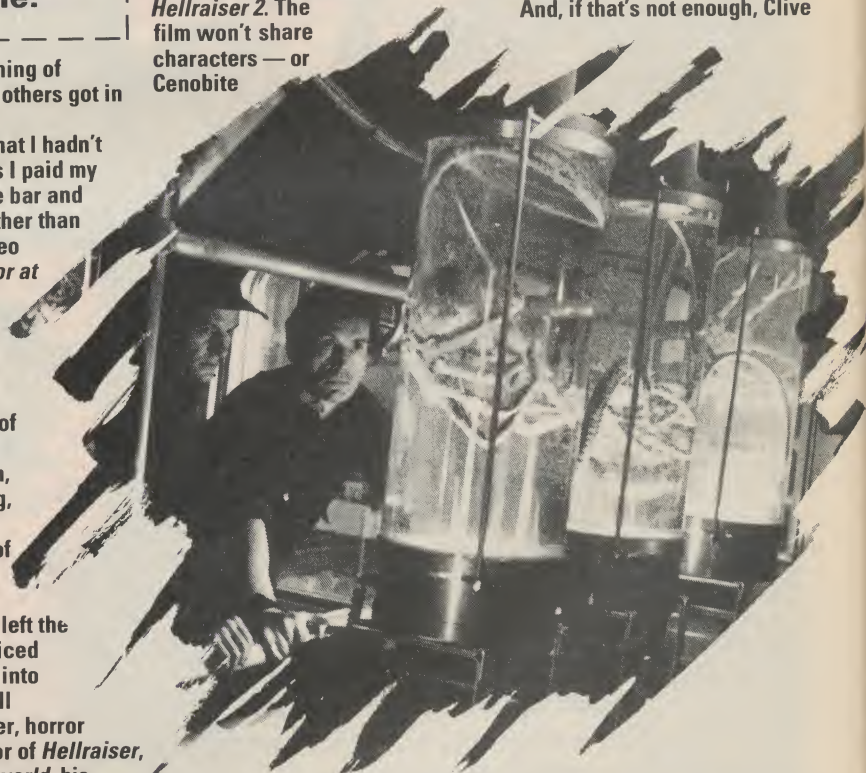
has just taken off in the States after a rapturous run in the UK and he's got more projects planned.

New World Pictures is tempting Clive to make *Hellraiser 2*. The film won't share characters — or Cenobite

story collection Books of Blood VI. The novella follows New York private eye Harry D'Amour as he investigates demonic occurrences in The Big Apple.

He's hired by the widow of a magician to find her husband (?) who's returned to life and is being hunted by a demon to whom he sold his soul. Not a cushy number by any stretch, and hopefully the movie will have a bigger budget than *Hellraiser*.

And, if that's not enough, Clive

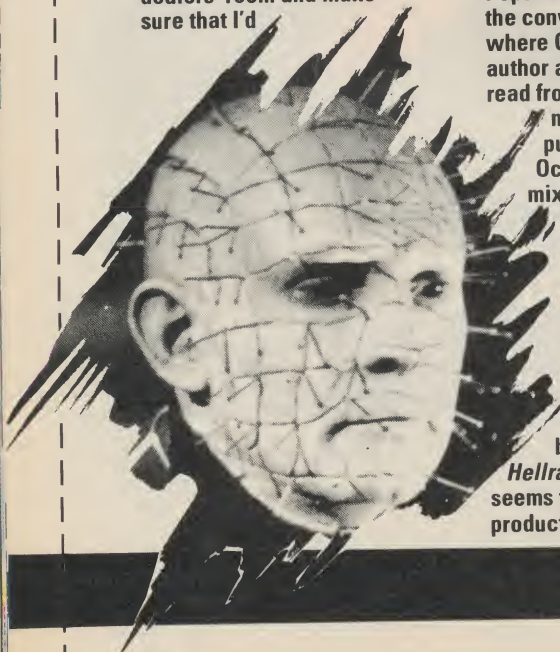


demons — with the original, but it will include that famous Chinese puzzle box which will open up visions of new hells for the protagonist. So keen is New World to produce something different that Clive will take on the role of co-producer — with Chris Figg — and look for a new director. It all sounds very professional and shooting starts next year.

After the sequel Clive intends to write and direct a movie called *The Last Illusion*, again for New World and based around a novella from his short

has been asked, yet again by New World, to develop a television series in the States — negotiations are going on as you read C+VG. NW intends to get around the censorship problem — the show will be *Gooorry* — by selling it to cable networks. So, we should see it in a few years when cable's been established in the UK.

Clive couldn't stay long, he was off to London that very night, so at 1.15 on Saturday morning I drifted off to see *Zombie 3*, an incoherent, anti-climatical piece of video rubbish



Horror

which gave everyone a fit of giggles.

Off to bed, for a sweltering, uneasy, night, because nobody had turned the heating off in the hotel, then up to be welcomed by Douglas E Winter, American Master of Ceremonies and close friend of Stephen King.

The address was followed by two discussion panels; the first featuring publishers and editors about the writers of the future, while the latter brought authors such as Terry Pratchett – *Colour of Magic* – out of their burrows to talk about creating fantasy worlds.

After lunch, an afternoon of readings, panel discussions, and a slide show of artist J K Potter's impressive fantasy photography, all were invited to a launch party for Ramsey Campbell's collection of short horror stories, *Dark Feasts*, from Robinson Press. Ramsey's been writing horror for 25 years but, probably because he has more style than most writers in the genre, he's never had a best seller. Pick up his latest novel, *Hungry Moon*, and I guarantee you'll be awed by his genius.

The party over, I sat down with 50 raffle tickets and a bunch of friends to see what I could win during the Interminable Fantasy Raffle. Such gems as a valuable proof copy of Clive Barker's *Weaveworld*, with author's corrections, and a signed copy of Stephen King's novel *IT*, jostled with turkey prizes such as cardboard hats, posters and badges from Mel Brooks' new movie *Space Balls*. Our table won the nickname The Book Table from host Steve Jones because of the piles of science fiction and fantasy novels we managed to win and stock pile.

The Eirie Midnight Horror Show II took everyone's attention once the raffle was out of the way. As usual it turned into a slanging match with 'Slugs' author Shaun Hutson cracking jokes, US author Karl Edward Wagner talking so slowly that most of the audience

had to be woken up, and Dennis Etchinson, American author of *Darkside*, trying to moderate

the farce.

After that, the bar was open until three, when most people went to bed. Not me, though. Snared at the bar by Shaun Hutson, I and a good friend spent the night talking about Shaun's first film, from his novel *The Slugs*, and heavy metal music, in particular Iron Maiden. He also told us that the Slug film nearly didn't reach completion. Two of the female stars walked out when asked to lie half naked and covered in blood while stage hands shovelled live slugs onto them.

The night without sleep left us dreading Sunday's big event. The British Fantasy Awards Banquet. I made it, however, only to find I was seated next to Guy N Smith and his wife. He is a prolific writer, book seller, vegetarian and goat farmer. An all round nice guy and quite a celeb. He kept us talking while we downed the paltry two course meal, without wine, and some of the guests waited for their vegetarian food – which turned out to be not worth the wait.

The awards at the end, however, displaced our smarting feelings and popping stomachs – and, if you come next year, the meal promises to be a delight.

Next year FantasyCom

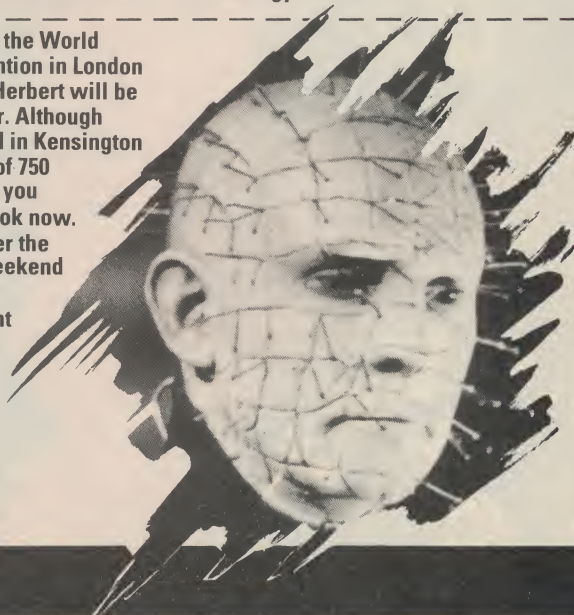


BRITISH FANTASY AWARDS

The August Derleth Award For Best Novel: *IT*, by Stephen King. Runners' up *Necroscope*, by Brian Lumley; *Strangers*, by Dean R Koontz. Best Film: *Aliens*, Dir: James Cameron. Runners up: *The Fly*, Dir: David Cronenberg; *Peggy Sue Got Married*, Dir: Francis Coppola. Best Short Fiction: *The Olympic Runner*, by Dennis Etchison. Runners' up *The Hellbound Heart*, by Clive Barker; *The*

Other Side, by Ramsey Campbell. Best Small Press (fanzine): *Fantasy Tales*, edited by Steve Jones and David Sutton. Runners' up: *Dagon*, edited by Carl Ford; *The Horror Show*, edited by David Silva. Best Artist: J K Potter. Runners' up: Dave Carson, Stephen E Fabian. Special Award for contributions to the genre: Charles L Grant, author of *The Pet* and editor of the *Shadows* short story anthology.

combines with the World Fantasy Convention in London where James Herbert will be guest of honour. Although centrally based in Kensington there's a limit of 750 attendees so if you fancy going book now. It'll be held over the Hallowe'en weekend and, if you're unlucky, I might see you there. More info from Di Wathen, 15 Stanley Road, Morden, Surrey, SM4 5DE.





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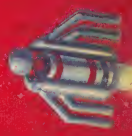
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The Big Screen

It's Hallowe'en and here with a haunted house full of horrors is the man who can ward off those evil spirits — and those monstrous movies — Ward R Street...

There are horrors of every kind this month, so decide what sort of witches brew you prefer and prepare to be scared.

If you like the shivers spiced with smiles you could take a trip to a small American town and encounter **The Witches of Eastwick** (18). Not that Cher, Susan Sarandon and Michelle Pfeiffer are witches to begin with. They're just bored single women wishing that something would happen.

The something that does happen is Jack Nicholson, sporting a small pony-tail and a considerable paunch, who breezes into town on the back of a thunderstorm to take up residence in the local manor house. Within hours of arriving he's busy meeting and seducing the three women. Which is where the witchcraft starts.

Who is old Jack? Old Nick, maybe? Following the unlikely death of a local woman (choking on a thousand cherry pips when she wasn't even eating the fruit!) the women decide to split from their corpulent host. But hell hath no fury like a devil spurned and he turns his terrible trickery on the trio.

Witches is directed by *Mad Max's* creator, George Miller, but it's far removed from those rugged outback heroics. Don't go expecting an *Evil Dead* or a *Ghostbusters*... this is supernatural comedy of the most sophisticated kind and it's hysterically funny, which is why I'm making it one of my two movies of the month.

Two movies of the month? Well, I really couldn't decide whether I preferred shaking with laughter or shivering with fear and Alan Parker's **Angel Heart** (18) made my ticker race at a diabolical pace!

New York in the 1950s and Mickey Rourke is a private detective living on



Eastwick: Every Witch Way But

... the borderline of seedy. When a mysterious bearded man asks him to trace a thirties singer, Johnny Favourite, who is missing from the private hospital where he's suffered from amnesia, ever since the war, he's only too happy to take the case.

So Rourke walks those mean streets straight into a stylish thriller, with no real hint of the horrors to come. It's only when the trail leads to New Orleans and voodoo that things start to get spooky. As the questions grow in Rourke's mind he realises that he's straying into something way beyond his understanding.

Both Rourke and De Niro, as his mysterious client, prove once again that they're the best actors of their generations. **Angel Heart** is not for the faint of heart... but don't miss it, if you dare.

Our third chiller is a much



Angel Heart: Not taking the Mickey.

more traditional affair with spectacular special effects (plus one or two dodgy duds), some tongue in cheek clichés, and all the action you could hope for. Still, what else would you expect of Freddy Krueger?

Yes, dream boy is back for **A Nightmare on Elm Street Part 3: Dream Warriors** (18), and if the long-winded title sends you to sleep the movie should wake you up with a jolt.

This time long-dead Freddy is terrifying sleeping teenagers so badly they'd rather end it all than nod off. Luckily Nancy Thompson, survivor of the first film, and

sympathetic shrink Dr Goldman, are there to help, along with Kirsten Parker, who can create a psychic bond between the sleepers. Together they decide to take on old crispy face on his own territory.

There's a nice selection of nasty dreams, including a TV set which comes to life and puts one of the kids in the picture — literally! — plus a boy who gets tied to his bed with writhing tongues. And there's also the Dream Warrior plot, in which the teenagers use their dreams to adopt superhero identities. It's an interesting idea, but it's more Dungeons and Dragons than stalk and slash and seems out of place.

Then there's the question of whether the tragic topic of teenage suicide is a fit subject for a lightweight horror fantasy, which led to protests in the States.

Of course there are some people for whom foul-mouthed, irreverent Eddie Murphy is horror enough, but that hasn't hindered his rise beyond superstardom.



Freddy and the Dreamers.

So 'Yo' to all Axel Foley fans as Eddie bursts forth in **Beverly Hills Cop II** (15).

Back in Detroit, after his brush with LA's smoothest, Axel seems to be treading the same path as the original as he sets up a phony deal to trap a criminal, but a phone call from California dismisses the *déjà vu*. Captain Bogomil has been shot in the course of investigating The Alphabet Crimes and before Eddie can

The Big Screen

mutter an obscenity he's on a plane heading west to his old pals Rosewood and Taggart.

Life in Beverley Hills is much the same. Rosewood is more self-assured and there's a new, tough chief of police, but apart from that the millionaire's paradise seems to exist merely for Eddie to pull off yet more amazing scams, such as occupying a house which is being redecorated while its owners are away!

It's not long before he's on the trail of the would-be assassins, led by an illegal arms dealer and his sidekick, the majestic Mrs Stallone, Brigitte Nielsen. If you liked the original you're sure to enjoy the sequel. It's every bit as unlikely, crude, noisy and fast moving as its predecessor — and it's all held together by its star.

Eddie Murphy undoubtedly has it. Madonna, on the other hand, gathers golden discs by the hundred but she's yet to prove herself on the silver screen. We all know the answer to the question **Who's That Girl (PG)** — the question is why?

There's a lot of talk about the wannabes, who wannabe like their heroine, but on this showing Madonna is a wannabe herself. She'd like to be as cute, sexy and anarchic as Marilyn Monroe. Unluckily, she doesn't even come close — at least not in this yuppie nightmare, retold for the teeny-bopper market.

The yuppie in question is lawyer Griffin Dunne, and the nightmare is Nikki Finn (Madonna), fresh from jail and gunning for the hoods who framed her. The story rambles on at a lively pace but most of its virtues are swamped by the ego of its star, who adopts an irritatingly squeaky voice and acts like a spoilt seven-year-old. One for the hardcore wannabes only!

With so many big movies this month there's not much space for the smaller releases, but there's at least one gem to be found, if you follow your own **Private Investigations (18)**.

Joey Bradley's father is a crusading newspaper editor,

about to bust open a drugs ring with a difference — the dealers are all senior policemen! Unluckily, a detective hired by Joey's dad gets bumped off in the boy's



The claws in Madonna's contract.

detail to step up the suspense until you're on the edge of your seat.

In the good old days the closest couples got to physical contact was on the dance floor, but **Dirty Dancing (15)** isn't just a

Eat the Rich: Fiona's Comic Strip.



Dirty Dancing: Cleaning up the act.

filthy foxtrot. Set in 1963 at a snobbish holiday resort, just north of New York, the dance symbolises the simultaneous transition of America, and 17-year-old heroine, 'Baby' Houseman, from innocence to experience.

Ignoring whether or not it was such a crucial era, the film is pleasant enough when it concentrates on period detail and baby's first love with the hotel's dance instructor, who inevitably grew up on the wrong side of the tracks. But the film also wants to be this year's **Flashdance**, so 1963 is



PI: Shades of Danger.

flat, leaving a tape containing vital evidence in the answering machine. Suddenly Joey is the centre of some rather unwelcome attention.

Like classic Hitchcock, **P.I.** takes a slim plot but throws in enough quirky



Freddy's back and he's hungry

submerged by the inevitable shots of aching feet and sweating bodies, plus some decidedly modern-sounding songs.

The movie has been a smash hit in the States, and will probably do well here with the dance fans. But I just couldn't swallow the significance given to what is, after all, just a bit of a bop.

From dance to prima donnas for a bizarre thriller set in two highly artificial worlds — the opera house and a highly-secret transvestite club. **Mascara (18)** is a psychological drama possessing all the melodrama of the musical drama, as a police chief murders a transsexual then tries to frame the costume designer lover of his sister.

The film stars Charlotte Rampling, who proves once again what an undervalued actress she is, along with Michael Sarrazin as the policeman, who's feelings for her overstep the bounds of brotherly love. The film should appeal to anybody who enjoyed that other operatic extravaganza, **Diva**.

The final horror for Hallowe'en is **Eat the Rich (18)**, the new feature-length release from The Comic Strip. It's a total gross out attack on everything that anybody holds dear, featuring a gay head of MI5, a brutish Home Secretary who head-butts terrorists (a great performance by ex-stunt man, Noshier Powell), and an unlikely quartet of heroes including transsexual Lanah Pellay (they're cropping up everywhere this month) and former Men Only columnist, Fiona Richmond.

By relying on a cast not normally known for their acting ability, such as Motorhead's Lemmy and stand-up comedian Jimmy Fagg, the film has taken a big risk which doesn't really pay off.

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screen shot from CBM version



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16bit News



This year's Personal Computer World Show was dynamic proof that 16-bit entertainment is here to stay. Almost all the major games companies had something to boast on the ST, and many had Amiga products as well. Significantly, there has been a marked increase in the number of new ST launches developed specially for 16-bit machines, with 8-bit conversions to follow in some cases but by no means all.

For those of you who were not able to get to the show, here's a run-down of some of the new 16-bit games that were released or announced at Olympia last month.

Activision was showing an early, but already impressive version of ST Enduro racer. Other titles from the U.S. giant and attendant companies **Electric Dreams** and **System 3** included Rampage, Super Sprint, Super Hang On and Firetrap, all coin-up licences.

Also announced was Predator, based on the latest Arnold Schwarzenegger box office smash movie, and two from **Infocom**: Plundered Hearts, specifically written to appeal to female adventurers, and Beyond Zork, a continuation of the mega-successful Zork trilogy.

Coin-op freaks everywhere will be delighted to hear that Star Wars, the arcade game, has finally found its way onto the ST, and very good it looks too. **Domark** was confident it would be in the shops soon, as will their latest licensing tie-up, Jeffrey Archer's 'Not a Penny More, Not a Penny Less'.

American veteran **Electronic Arts** was at the show for the first time showing off some of its new releases. One game not on show, was their Ferrari Grand Prix Simulator.

As always, the **Firebird/Rainbird** stand was a hive of activity, not least on the first day of the show when Telecomsoft gleefully announced the signing of Steve Turner and Andy Braybrook, responsible between them for such classics as Avalon, Paradroid and, of course, Uridium. The pair's first two titles for BT will be Morpheus and Magnatron, both of which will be available on the ST "at some time in the future".

Other goodies to look forward to from the Phone Co. include Carrier Command, which is being programmed by Star Strikers Realtime Games (also responsible for the PC versions of Elite and Starglider). Probably the most impressive piece of programming on view at the show, this strategic warfare game features 3D solid filled graphics, mega-fast animation and a vast playing arena.

For all those wondering what Sandy '3D Ant Attack' White has been up to for the past two years,

guise of **Pandora**, was showing early versions of two 16-bit projects, Satar and the graphically impressive Galdregion's Domin. Judging by the screen shots and the video demo, both should be well worth looking out for in a few months time.

ST specialists **Microdeal** had a whole host of goodies on show, including a sneak preview of **Goldrunner II** which looks like Goldrunner I only better, faster and with more digitised sounds.

Also being previewed was Tanglewood, an animated adventure, Soccer, Fright Night, based on the hit video of the same name, and Airball Construction Set, with which potential game designers can build and then play their very own isometric Airball game.

Another U.S. company exhibiting for the first time was Micropose, products ready for launch include Stealth Fighter, based on a jet fighter invisible to radar, Warriors of Destiny,

releases include Mean Streak and Zig Zag, the latest game from Mega-star-programmer and erstwhile train fanatic Tony Crowther.

Another famous name for those familiar with the old Imagine Saga, is Eugene Evans, who is busy putting the finishing touches to his first game for Mirrorsoft entitled The Bermuda Project — an animated graphic adventure set in the infamous Bermuda Triangle.

Mirrorsoft also announced, at the show, that it would be publishing two FTL games before the end of the year. These are the long-awaited Dungeon Master and Qids, both are for the ST only.

Mirrorsoft have a handful of new 16-bit only projects in the production line, including the highly-addictive Obsession, so stay tuned for more details before Christmas.

Novagen, who recently launched the Spectrum version of the evergreen Mercenary, has released Backlash, an incredibly fast ST blaster (see separate review). Due out in the early months of next year, is Damocles (Mercenary II). Set in an imaginary solar system with nine planets and 11 moons, your task is to prevent the asteroid Damocles from colliding with the fifth planet in the system.

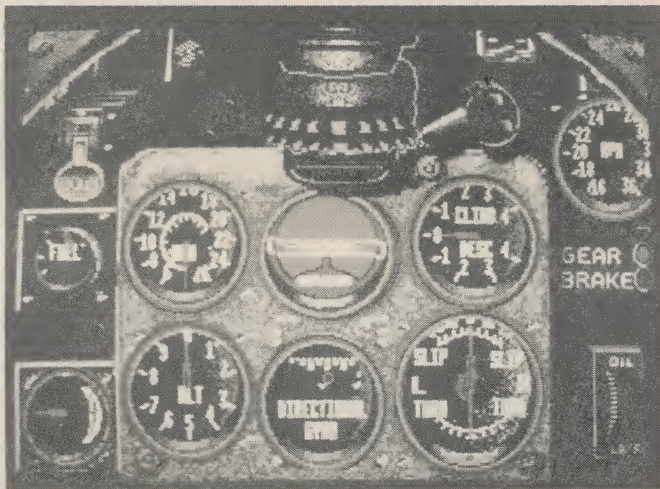
Ocean, never very far from where the action is, has announced a number of coin-op licences, most of which will find their way onto the ST in the coming months. These include Gryzar, Combat School and Rastan Saga. On the domestic front, Ocean is set to release the brilliant Head Over Heels for the ST.

Flushed with the success of their combat game Barbarian, the Ultimate Warrior, London-based **Palace Software** has now released the ST version. Plans are also afoot to launch a number of ST titles early in the New Year. These include Rimrunner, "a multi-plane scrolling shoot-em-up with a difference", and Starship, in which "you must pilot a massive starship through the uncharted depths of space".

The Edge is another company moving into the ST arena with the release of Tonic Tiles. Programmed in France, this Breakout clone wipes the floor in the graphics and animation departments, and has to be seen to be believed. Others on the way include Inside Out, Garfield the computer game, Risk the board game and Warlock.

Superior Software were putting the Acorn Archimedes through its paces with **Zarch**, programmed by David Braben, co-author of Elite.

More news on this machine in coming issues.



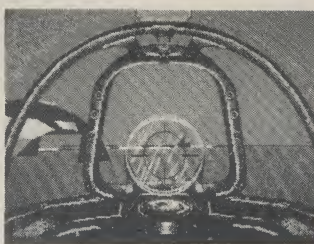
▲ Spitfire 40 — taking off on the ST ▼

he's been busy getting to grips with the Amiga in order to produce an animated cartoon called 'Dick Special — The Search For Spook, which features a half screen tall Dick Special moving through a full colour, landscape.

Also on the way, for adventure fans, are new releases from **Magnetic Scrolls**, with Jinxter, and **Level 9's**, Time and Magik. Both will be available on the ST and Amiga, before the end of the year.

Sheffield-based **Gremlin Graphics** certainly get the award for the most press releases during the run up to the show — 18 in total. On view, or on paper were variously: Alternative Games, Blood Valley, Tour de Force, Duel Master and Deflector. Gremlin won the C+VG Blue and Yellow (only £11.95 each) joystick award for the flashiest stand at Olympia!

Interceptor Micros, in the



Airborne Ranger and the ST conversion of the 1985 hit F15 Strike Eagle.

Mirrorsoft has long had a reputation as one of the country's leading 16-bit publishers with such titles as Defender of the Crown, Sinbad, Fleet Street Publisher and Déjà Vu.

Mirrorsoft is now busily converting a number of their successful 8-bit titles to the ST, PC and the Amiga. These include the evergreen Spitfire 40 (ST and Amiga), Strike Force Harrier (Amiga), both out this year. Future

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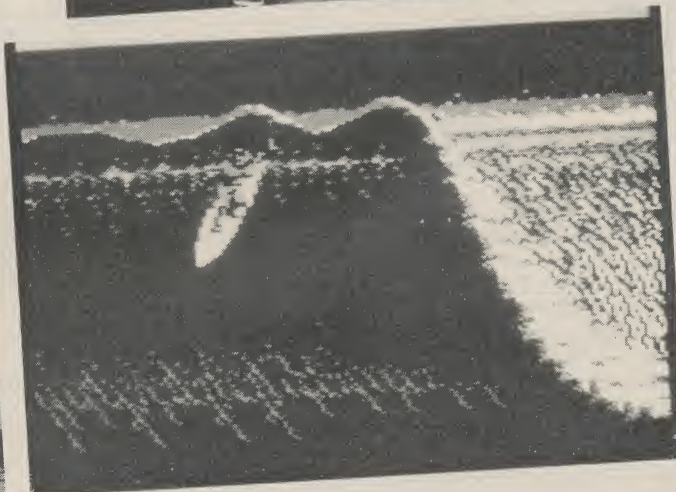
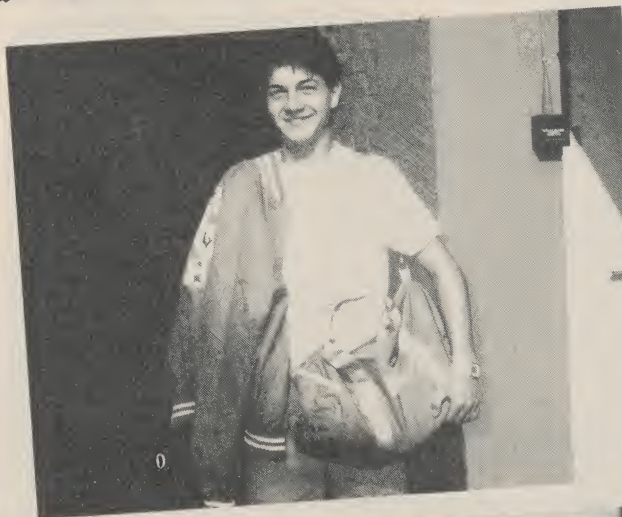
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1. What's the name of the world's most famous Basketball Team?
2. Name two of the players and the Captain of the European team who won the Ryder Cup this year
3. Name the quarter back with the New York Giants, is it:
 - a. Phil Simms
 - b. Joe Montana
 - c. Timmy Metcalfe
4. Is 'The Fridge' a:
 - a. Cinema
 - b. American football superstar
 - c. Garry Williams
5. Who was the first American to win eight gold medals for swimming at an Olympic Games?

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My answers are:

1. _____
2. _____
3. _____
4. _____
5. _____

Knightmare

Knightmare is the brilliant television adventure game now stunning audiences with its technical effects and computer wizardry. C+ VG's Deputy Editor, Paul Boughton, visited the television studios to see how the show is put together.

The situation is pretty dire. Brave adventurer Richard Wood faces a grim and sticky end trapped in the stomach of a monster.

"That will teach you to walk down a monster's throat," booms the deep, resonant voice of the mysterious Treguard, dungeon master of *Knightmare* castle.

The monster's stomach walls are pulsing. Time is running out for Richard. Safe with Treguard, Richard's three advisers are wracking their brains trying to save him.

There are two ways out. One is too ghastly to contemplate, the other is back up the monster's gullet. But how?

Then the solution! Get Richard to rub the monster's stomach with the bar of soap he found earlier. Brilliant! The trick works. The monster feels sick and Richard is ejected from the stomach, ready to continue.

This is the world of *Knightmare*, the brilliantly exciting fantasy adventure game now sparkling like a gem among the dull and tedious programmes being screened on Children's ITV.

Miss it at your peril. This is probably the only truly innovative show on TV right now, involving the problems of an adventure game combined with the graphical and technical wizardry of hugely powerful

computers, drama and special effects.

Anglia TV has made only eight shows and these are now nearing the end of their run. Hopefully, the powers which control television will give the go-ahead for another series.

Those who have already seen the show will probably be itching to get their hands on the *Activision/Electric Dreams*' computer version of the TV show which should be out soon. But for those who haven't yet been exposed to the magic of *Knightmare*, here is what all the fuss is about.

Teams of adventurers aged between 12 and 14 take up the quest to explore and survive in a computer-created world of fantasy. The aim is to survive for as long as possible — and that may mean over several of the thirty minute shows.

One player from each team of four — the adventurer or Dungeoneer — goes into the dungeon to face the perils and puzzles. He wears the Helmet of Justice which severely limits what he can see. In fact, he can only glimpse the floor. The others stay behind with the Dungeon Master to watch his progress on a television monitor and relay instructions to him by a radio-link.

When I visited Anglia Television in Norwich to see *Knightmare* being filmed, the adventurer was Richard

Wood, 12, and the three advisers were Edward Halliwell, 13, Jonathon Morley and Paul Knight, both 12. The boys all attend Queen Elizabeth Grammar School in Wakefield.

They had survived the perils of the first level of *Knightmare* and had embarked on the second level, having coped with huge scorpions, nerve-fraying skeletal monsters, solved riddles, collected food and cast a few spells.

Knightmare was devised and written by Tim Child whose full-time job at Anglia is a news producer. But it was his interest in computer games from his spell as presenter of *The Soft Spot*, a local computer programme, which sowed the seeds for *Knightmare*. It's taken him two long years to convince the television companies that the *Knightmare* idea

was viable and would attract a devoted following.

He says: "A true role-playing adventure game should never play the same twice. A lot of adventure games are based on mapping and solving a dungeon or some other sort of maze. This just wasn't good enough for a TV series. Once a good team worked out the correct route they would have cracked most of the problems. And worse still, so would the viewers.

"Contestants won't escape from the *Knightmare* dungeon that easily. For a start it's irrational — it keeps shifting and changing. And the perils and puzzles change with it."

This constant change can only be realised by the use of the sophisticated computer trickery. Conventional studio sets would be "too restrictive," says Tim.



A dream come true

He insists *Knightmare* owes more to computer adventure games rather than straight role-playing games such as *Dungeons and Dragons*.

"I'm a games player", he says, "but not *Dungeons and Dragons*. I played it for half-an-hour once but I don't have five hours to spare. It doesn't fit into my life-style."

He continued: "I admire computer programmers, people such as Steve Turner (*Dragonarc*, *RanaRama*) who do their research properly." He rates Turner's *RanaRama* as far superior to *Gauntlet*. "My sons reckons I'm the only over-40s arcade champ going."

It is really only possible for a show such as *Knightmare* to appear on television due to the technical advances in computer trickery.

The man behind the graphics is Robert Harris, who spent hundreds of

hours creating the mystical maze and special effects.

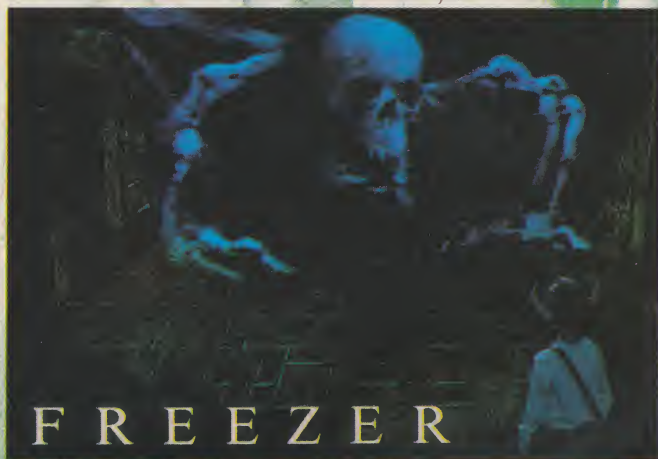
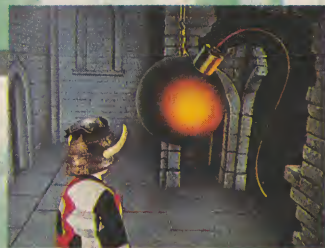
In the control room next to the studio he uses two Spaceward Supernova computers to change scenes, control apparitions and the surprises which confront the adventurers. But before you rush out to try and buy a Supernova, you'd better know that they cost around £50,000 each.

The backgrounds were originally painted by artist Dave Rowe. The pictures were then digitised, ammended, relit and merged on the Supernova. Models of monsters were also made, photographed, digitised and then animated.

When all this is combined with the live action, the effect is breathtaking.

But it is all brilliantly executed illusion. The adventurers never see

The helmet he wears means he can only see the floor. He must rely on his



Treguard are filmed and these shots are later slotted in to the action.

One false move or dodgy advice from the advisers can put the adventurer in deadly peril. One wrong wrong action and the game is over. And the game is for real. The adventurers can do what they like. They are not given any warning of what can happen.

As Hugo Myatt, the actor who plays Treguard, says: "My biggest problem is not knowing what the advisers are going to say. It's not just a challenge for them, it's a challenge for the actors as well — we've got to be quick enough to react and respond in the right way."

And that is *Knightmare* — a dream come true for games players. It's a pity that everybody can't have a go.

There are already enough teams to compete in the first series but you could be lucky if the TV chiefs give the go-ahead for another series. And that will only happen if the programme is supported by you.

Knightmare is screened throughout the ITV network on Mondays at 4.45pm.



how the effects are done while playing the game because this would ruin the atmosphere.

A technique known as Chromakey allows all the different elements of *Knightmare* to be merged into what you, the viewer, and the adventurers see.

It works roughly like this. Richard, or the other adventurer, is placed in a studio which is totally pale blue in colour, with various objects or actors, if they are included that particular scene.

advisers totally for help and directions.

In the control room he can be seen on a monitor. On another monitor are the computer graphics, backgrounds, animations, etc. These two pictures are overlayed and it is this united image which is shown to the three advisers. So for them the adventurer actually appears to be in a monster's stomach, stone corridor, or dungeon with hideous monsters and strange creatures. Neat, eh?

In another studio the advisers and

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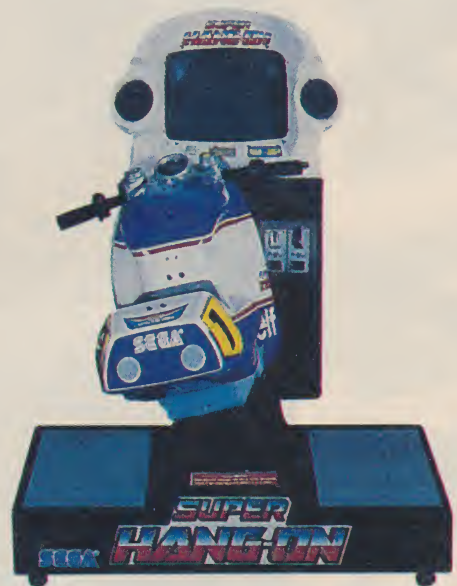
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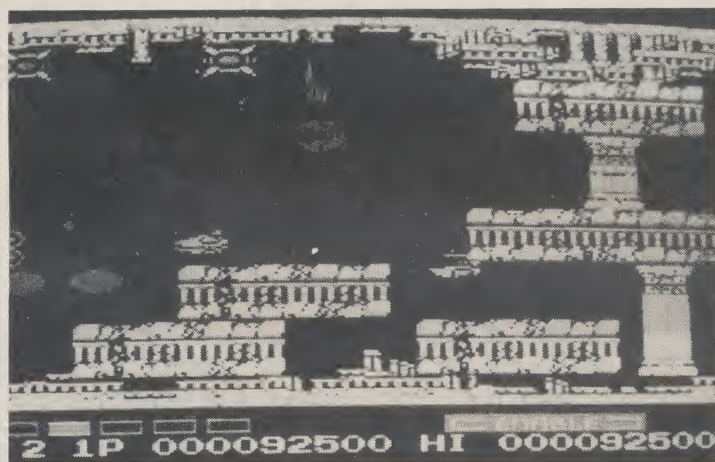
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Tony Takoushi will be pulling out all the stops to bring you all the latest, hottest news and reviews from the console scene — not only in the UK but worldwide. Just look at the gems in this issue — an exclusive review of *Nemesis* plus a red-hot news on Nintendo games coming soon from the US/Japan. So stay with C+VG, it's where the NEWS is!



REVIEWS

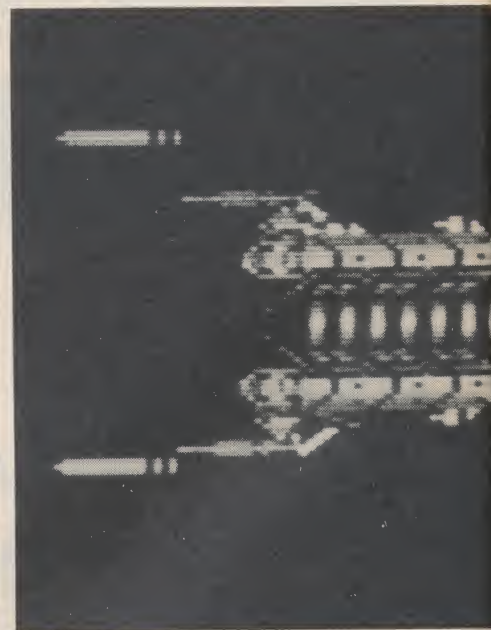
Until now I thought that MSX *Nemesis* was the definitive version. Well it's been topped by the **Nintendo** version.

The Nintendo version has all the elements of the MSX version BUT also has superior graphics and is actually more playable, as the controller has a second button allowing you to choose your weapon without a wild lunge for the keyboard.

The music and sound effects are pretty much the same, but the Nintendo has the edge over MSX.

Konami is planning to release Nintendo carts in the UK from January 1988 onwards, and they will sell for around £20-25.

Nemesis was the first game to follow in the *Defender* style and in many respects was an improvement.



The aim of *Nemesis* is to go from planet to planet, destroying aliens and taking on a mean mothership at the end of each planet.

You can beef up your armaments by shooting complete alien patterns which turn into red pods, if you collect these pods an icon at the bottom of the screen shows which weapon can be chosen.

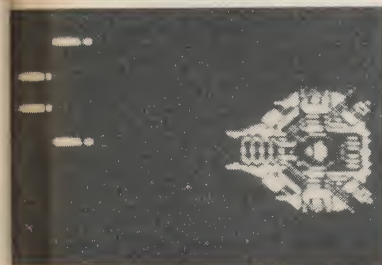
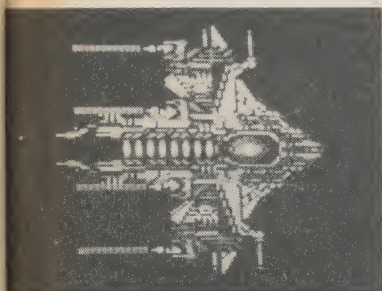
There are six weapons to choose from, speed/missile/double fire/laser/optional extra ship and force field.

Your ship moves left to right against a very smooth scrolling backdrop, there are six planets to work through and the backdrops get ever more colourful and detailed.

They range from mountains to metallic mazes to stoneheads spitting polo rings — these are vicious — at you.

I also discovered an extra life hidden away on level one! I am not sure whether this is in the arcade version, but as with many Japanese games there are usually lots of hidden touches.

The Nintendo version moves along at a hectic pace and is



actually faster than its MSX counterpart.

There are some dynamite games coming up for the Nintendo, and as good as it is, *Nemesis* is barely the tip of the iceberg!

● **T.T.'s Thrill Rating** 9

NEWS

● The **Nintendo** is the biggest selling games console in the world with around eight million units in use. In Japan it is called the Famicom — Family Computer — and has been around for several years. The time will come when UK software houses will start writing games for the machine — at present Nintendo issues licences for third party software and initial shipouts are said to be around one million units for a new game.

The reason for me spelling out the above is that there is a development system for the Nintendo currently in use. It's the Commodore 64 with an interface board — so those UK Nintendo games could be with us sooner than you think.

● Just when you thought it was safe to switch on your **Nintendo** along comes **Jaws** from the hit movie series! Yes, the monster shark is out to get you yet again!

● All you **Ikari Warrior** fans can sleep soundly at night as we can report that the game should be selling in the UK early next year.

● I love a good session on **Spy Hunter**. The **Nintendo** version is set for the Japanese market and hopefully we will get it soon after!

WIN THE NEW SEGA JOYSTICK!

The only thing wrong with the new **Sega System** is those fiddly control pads! Come on, you've been thinking that for some time haven't you? Don't try to fool me. Well, TAX can answer all your problems. Five C+VG readers' problems at least. Thanks to

Mastertronic we can offer FIVE of these spiffy new **Sega** sticks to the winners of this month's neat mini-competition. To win, all you have to do is answer three simple questions,

fill in the coupon and rush it to *Computer and Video Games*, Sega Joystick Quiz, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is November 16th. So get cracking! Here are the questions:

1. Which team won the International Arcade Championship at the Personal Computer World Show?
2. Name the manufacturer of the current arcade smash Afterburner.
3. Name a member of the US National Video Game Team.

All these answers can be found in THIS issue!

TONY'S TIPS

I am absolutely hooked on *Super Marios Bros* on the Nintendo, but one thing that was really bugging me (as all you SMB fans will appreciate) is that at the end of certain waves there is a mysterious bonus given with either 1, 3 or 6 fireworks going off (each firework gives a 500 point bonus).

After having battled my way

to level 7-4 (WITHOUT warps) and having made 4 pages of notes I finally cracked the thing.

To get the firework bonus you have to time your leap from the tower to the flagpole so that the last digit on the TIME guage is either a 1, 3 or 6.

TONY'S TOPSCORE CHALLENGE

Reckon you can beat my top scores? Well, here's your chance. I am throwing down the gauntlet to all you video addicts and challenging YOU to a head to head top score battle!

It doesn't matter what games system you own — all I want to know is your top score on your fave game, the level you've reached and any tips or tricks you've discovered.

Each month I'll put the best scores together and pick the winner — who I'll challenge to a battle of the giants at T.T.'s Games Tower in the heart of London!

Send your hi-scores in on the coupon below.



C+VG SEGA JOYSTICK COMP

T.T.'s TOP SCORE CHALLENGE

Name _____

Name: _____

Address _____

Address: _____

My answers are: 1 _____

Game: _____ Machine: _____

2 _____ 3 _____

Score: _____

SEGA RELEASE SCHEDULE TO NOVEMBER 1987 — UK

HARDWARE

Master System Console Unit	£99.95	August
Light Phaser + Combo Cartridge	£44.95	August
3-D Glasses + Adaptor	£49.95	October

SOFTWARE

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Ghost House	£14.95	August
Transbot	£14.95	August
Super Tennis	£114.95	August
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Black Belt	£19.95	August
Action Fighter	£19.95	August
Pro Wrestling	£19.95	August
Shooting Gallery	£19.95	August
Fantasy Zone	£19.95	August
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Rocky	£24.95	August
F-16 Fighter	£14.95	October
World Soccer	£14.95	October
Astro Warrior/Pit Pot	£19.95	October
World War 3-D	£19.95	October
Out Run	£24.95	October
Teddy Boy	£14.95	November
The Ninja	£19.95	November
World Grand Prix	£19.95	November
Zaxxon 3-D	£19.95	November
Enduro Racer	£24.95	November
Quartet	£19.95	Unannounced
Wonder Boy	£19.95	Unannounced
Ghostbusters		Unannounced
Alex Kidd in Miracle World		Unannounced
Rambo		Unannounced
Zillion		Unannounced
Woody Pop		Unannounced
Gangster Town		Unannounced
Great Baseball		Unannounced
Great Ice Hockey		Unannounced
Great Volleyball		Unannounced

SEGA JAPAN/US RELEASES

Great Basketball	August
Great Golf	August
Missile Defence 3D	August
Out Run	August
Alien Syndrome	September
Fantasy Zone 2	September
Monopoly	November

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Castlevania	May
Ikari Warriors	May
Family Fun Fitness	June
Athena	July
Double Dribble	July
Legend of Zelda	July
Mighty Bomb Jack	July
Rygar	July
Section Z	July
Solomon's Key	July
Stadium Events	July
Arkanoid	August
Deadly Towers	August
Elevator Action	August
Kid Icarus	August
Legend of Kage	August
Loderunner	August
Metroid	August
Raid on Bungling Bay	August
Spelunker	August
Star Voyager	August
3D Battles/World Runner	August
Goonies Two	September
Kid Niki	September
Makai Island	September
Psycho Soldier	September
Ring King	September
Side Arms	September
Sky Kid	September
Speed Rumbler	September
Spy Hunter	September
Sqoon	September
Star Force	September
Stinger	September
Victory Road	September
Winter Games	September
Breakthru	October
Karnov	October
Punch Out	October
Renegade	October
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Gunsmoke	November
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Top Gun	November
Karate Kid	December



NOVEMBER '87

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ARCADE

Can you fight your way through ancient Rome, keep an American town free from crime and rescue a spaceship from the grip of an alien army?

Clare Edgeley tries her best while managing to report on the most recent arcade sensation — *After Burner*. It's a game that can quite literally cost you an arm and a leg!!!

AFTER BURNER

Fasten your seatbelt for the ride of your life in Sega's *After Burner*. Guide your plane through war torn skies, loop the loop to avoid enemy missiles, slip right and then hard left to shoot down the enemy planes. The action is there — but can you cope with it?

Following hot on the heels of *Out Run*, Sega has definitely come up with the goods again. Stuffed full of electronics, this fabulous game flings you in four directions to simulate the movement of your jet aircraft. Forward and backward movements are combined with stomach churning jolts to the right and left as your plane dives and wheels through the air, always looking for a new target.

Shades of *Lock-On* creep in. Your sights will enlarge when locked onto enemy craft and this is the time to let loose a deadly homing missile. These are limited, so trigger happy cowboys won't get very far. Your joystick contains a trigger in the handgrip for laser cannons, and on top is the missile button. They are not easily confused, thank God!

Sitting in your bucket seat, the view on screen is of the back of your plane with the enemy aircraft zooming straight towards it. Tiny black dots in the distance grow rapidly into squadrons of enemy jets. Clusters of missiles mushroom at alarming speeds. Instant evasive action must be taken to avoid these, and slipping sideways while looping the loop is one such successful tactic.

There's no time for a breather in the early screens, the planes come thick and fast, and your cannons almost glow from the fire discharged. Flying from one level to another is instantaneous, the only difference being the change in the landscape. The ride is just as hair-raising.

Crashing can be almost as fun as flying, except for the knowledge that your lives are ebbing away. If your jet receives a direct hit, it

merely explodes into a ball of flame. However, if it's hit by sharpnell, smoke will pour from the engines and it'll go into a death dive, eventually hitting the ground and ploughing a long furrow before juddering to a halt. There's absolutely nothing you can do to save it, except hang onto your seat as the cabinet finishes shaking.

Level three gives you your first chance to relax as inflight refuelling takes place. A large plane hovers over your jet and a hose snakes down to link into your fuel system. In no time at all it's over and you're back on the beat. If possible the action starts to get more fierce and so much time is taken with dodging missiles that you have little time to shoot down

the enemy as they scream down on you.

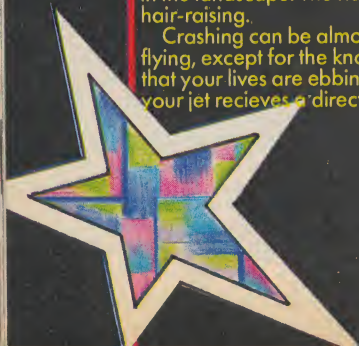
It's just as well there's a continue play option because dying is a hell of a lot easier than flying, and keeping alive and in one piece is a

bit of a problem. And you'll find *After Burner* really hits you where it hurts — right in the pocket. At £1.00 a throw, it's not a cheap way of relaxing, if you can call this roller coaster ride relaxation. The problem lies with the machine itself. With so much time and technology spent in designing the game, cabinet and movement the actual machine costs a bomb causing the price per game to rise. It stings, especially when you want 'just one more go' and then realise you haven't even got enough left for the bus fare home. Obviously the price per game depends on the individual arcade owner, and perhaps in the seaside resorts it'll be cheaper. Time will tell.

On with the flight. Level six is a stunner. Having flipped quite happily from scene to scene with no trouble, to find yourself in a maze of rocks is a disaster. Freedom of the skies is a phrase of the past. There's only one way to go, and that's to follow the passage. I felt the need for a brake pedal at this point! To hurtle down a passage, never knowing when the next bend is going to appear, or indeed how sharp it'll be, is a terrifying experience.

Suddenly you're out in the open and the joy of being able to zoom up into the skies! More planes scramble into attack, enemy missile cover is even heavier and then the sirens start to wail. Red lights flash on inside the cabinet. I thought they were just there for decoration. The sound breaking out from all sides fills you with urgency.

Words can't do *After Burner* justice — you'll just have to give it a shot. Though the price is a real pain, stake a couple of quid on it and go for the flight of your life.



THE ACTION

XENOPHOBIA

A *Xenophobe*, according to the dictionary, is a person with a morbid dislike of foreigners. I suppose that could include aliens too.

Bally Midway's *Xenophobe* is a three player game and is a straight take-off of the movie *Aliens*. The screen is split horizontally into three and each narrow section scrolls from left to right. As new players join in, their respective sections burst into life. At ten pence a go, it's got to be one of the cheapest games around.

The idea of the split screen is nice, though it's not entirely successful — the playing areas are too narrow. In fact, I found the whole game distasteful — from the squelching, slurping sound of the aliens, the slime dripping off the walls, and the eggs which hatch as you pass through the incubating rooms. Graphically, the artists have done a good job, the aliens look act and move as they do in the film. Yuk!

You can actually band up with your fellow players and blast away in harmony. If you should end up in the same room as one of your partners, both your characters will appear on your respective screens. That way, if one of you should lose your weapon, the other will be able to keep the aliens at bay.

The whole idea of the game is to rid the spaceship of aliens and pick up valuable hardware to activate the ship's computers. Or so it says in the instructions. I found lots of hardware, but didn't even get a peek at a computer. Each time an alien grabs you, your life points decrease, though you can pick up objects to restore them to healthier levels. Watch out, though, for poisonous potions.

Picking up objects can be a pain. Your joystick is equipped with a trigger for your gun and two thumb buttons. One button makes your character stand up or crouch

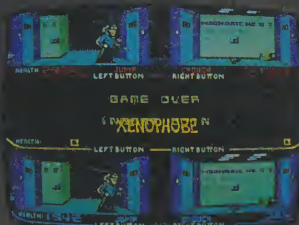
down, the other lets him pick up objects. To pick something up, you've got to first crouch and then press the other button. When you've got hoards of disgusting aliens flinging themselves at your throat, it's not always easy to remember which button does what.

If you've seen the film, you'll remember the eggs in the incubation rooms and how tenacious the baby aliens are. And you'll also remember how full size aliens just launch themselves at you with teeth bared. The same happens in the game. Larger aliens leap across the room at you and the little monsters leap onto your legs for a good chew.

Your gun is of some use against the eggs and younger monsters, but the older ones are more tenacious, and several shots will be needed to kill them. Unfortunately, you rarely have time to fire several shots. By the time one's dived for your throat, you'll have dropped your gun. If there isn't time to pick up again, you'll have to go unarmed for a while until you find another one. Luckily, there are lots around and getting hold of a new one isn't too much trouble.

Always stand up if you want to move quickly, crawling along the ground is painfully slow. The only way to get through a room quickly is to jump through it. At least this way you can jump over any lurking aliens as well.

I wouldn't recommend *Xenophobe* to anyone. It's not that I'm squeamish, in fact I enjoyed the film, but I find the game unenjoyable and distasteful.



APB

APB — All Points Bulletin — is a whacky and humorous cartoon style game from Atari.

First, the practice run. Prove what a dab hand you are at playing the cop by 'apprehending' a load of traffic cones. To do this, whizz round a circuit and when a cone appears 'apprehend' it by touching it with your siren sights. These appear when you touch the siren button and sit some way in front of your patrol car. This way you avoid collisions with other cars. In fact, should you collide, you'll be given demerit points.

So, put yourself in the shoes of a bumbling American cop and see how much mayhem you can cause to the unsuspecting civilians of Yuppiesville. Your first task on Day one is to dole out tickets to carloads of hippie litterbugs as, with not a care in the world, they whizz round in their pink cars.

Using your siren sights, move up behind them and crease up at the verbal GBH they give you. The quality of speech in *APB* is excellent. And when the other characters aren't yelling at you, speech bubbles with unprintable ('!\$!') abuse appear.

The hippies are fairly easy targets for the first day, though there are a set number to catch and there's not much time. Especially when you keep getting run over by trains on the level crossing.

Hunger pangs grab you around mid-day and it's time to pull over for a doughnut. These delicious morsels slide into the path of passing cars and you must time it to run over the doughnut as it makes its brief appearance. Bonus time is given for every doughnut you chomp.

You need the armour protection when you trifle with Freddy Freak on Day 2. Unfortunately, you can't pick up a gun until Day 4, but that doesn't stop Freddy throwing sticks of dynamite your way. Your brief is to ram him off the road and take him to the station for interrogation. Easier said than done.

Back at the station, they're not pleased. How the hell are you to arrest Sid Sniper, Hans Oop and Fake if you can't deal with an old snitch like Freddy Freak. The other cops aren't sympathetic and you're shown a great cartoon of them dragging you out of your car, giving you a couple of whacks and chucking you into a trash can. Nice friends you've got!

Later scenes are crammed with jobs for the day. You've still got the



litter louts to contend with, but on top of that, there are loads more jobs to be done. And apprehending the villains is no easy job.

APB grows on you. It can be hilarious and, at times, utterly frustrating. There's masses going on, the cartoon graphics are great and the speech amongst the clearest I've heard. So if you hanker after a spot on the beat, turn on your siren and give it a whirl.



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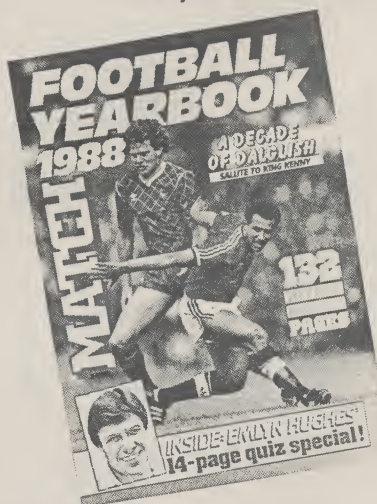


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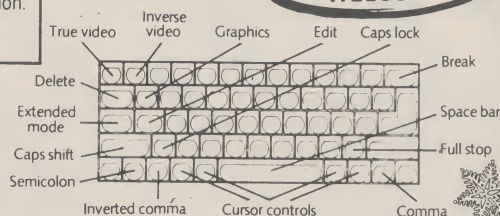
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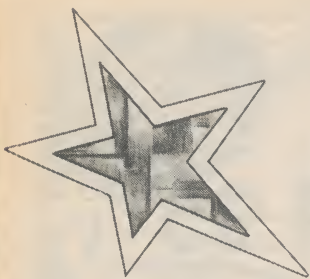
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What ARE they playing ?



ARCADE ACTION

► BATTLEFIELD

Modern day space traveller versus Roman Centurions is the theme for SNK's *Battle Field*. And battle it is, every step of the way.

Battle Field is a straight shoot-out with tribes and armies from several historical eras. Equipped initially with a laser rifle, you must shoot your way through each level, to rescue a lost time warrior.

The Romans are first on the list and advance towards you in formation, shooting arrows with haphazard frequency and using their shield to deflect your shots. Dodge the rain of arrows, and try to nip round to the Romans' unguarded sides. Shooting straight at their shields wastes time and effort as several hits are needed before they explode with a satisfying thunk.

This first scene is inside a palace of some sort with the Roman's running riot. Arrows fly from all directions, and kill instantly. Bumping into the skurrying armies isn't much help either, one touch and you're dead. Your best mode of defence is to pick up a new weapon when dropped by a dying Centurion. Why Roman guards should be carrying space age weapons is anyone's guess, but they're useful all the same, whether they emit long range laser bolts, or a fan of machine gun fire.

As you move on through the palace you'll notice a strange un-Roman object glowing in a corner. Hop into that and you'll be transported instantly to another time and place. If you leave it you'll come up against an Egyptian God,

which is a huge sprite blocking the exit. It throws pulsating green balls at you which are fairly easy to dodge, but you've got to hang on in there to kill it. Lots and lots of shots are needed before it too explodes, and if you've got a super-weapon the job's made that much easier.

Next you've got to shoot out a block of palace wall to escape to the outside and more skirmishes with the Romans amongst boulders and greenery.

Had you stepped into the space craft you would have found yourself in a more modern era, up against a conventional army equipped with ordinary guns and just as lethal ordinary bullets. The game play is much the same, as you thread your way carefully through this smoothly scrolling landscape.

If it hadn't been for the continue play facility I'd have given up in disgust. That would have been a pity because *Battle Field* is entertaining and there must be an easier way to get rid of the obstacles at the end of each level.

Once the tank disintegrated in on itself, a stunned and bemused lost time warrior emerged. One down and lots more to go.

You're instantly transported through time to another era - this time Primitive Age in which early man is armed with guns and backed up by troops from this century. All very amusing, but I think SNK has got its historical facts in a twist.

Battle Field isn't going to shake the world but it's no walkover and offers quite a challenge.

UK COIN-OP HIGH SCORES HALL OF FAME

Nemesis	1,195,500	Paul Ashworth, Plymouth, Devon
TX-1	289,000	G Whittingham, Birmingham
Road Runner	2,000,000	U.S., Bristol
Gauntlet	5,867,911	Jeremy Walt, Cornwall
1942	12,673,430	Biggs, Farnworth, Bolton
Marble Madness	208,340	Martin Deem, Hants
Return of the Jedi	2,250,310	Martin Deem, Hants
Do Run Run	1,605,100	Adam Mastromarino, Bristol
Star Force	3,315,000	R Jones, Star Games, Dyfed
Bugger Boy	103,200	Peter Huesken, Holland
Super Mario Bros.	2,702,800	Martin Deem, Hants
Hang On	49,658,320	Martin Deem, Hants
Commando	1,600,320	Bev, Farnworth, Bolton
Choplifter	2,938,810	Raz, Hove, Brighton
Bomb Jack	16,424,000	Matti Javelin, Finland
10 Yard Fight	480,050	Brett Caines, Bristol
Track & Field	7,899,500	Nick Roberts, London
Tazzmania	2,300,000	Gary Spencer, I.O.W.
Robotron	368,950,000	P Coles, Cardiff
Pole Position	110,545	Matthew Bryden, Kent
Pac-Man	6,400,000	Darren Hall, Romney Marsh, Kent
Mr Do	10,000,000	Peter Huesken, Holland
Mr Do's Castle	679,720	Lee Taylor, Lancs
Elevator Action	149,000	Peter Huesken, Holland
Dragon's Lair	993,920	Lee Taylor, Lancs
Defender	2,000,000	Gary Spencer, I.O.W.
Flying Shark	1,011,810	Gavin Davies, Swansea, W Glam
Flicky	9,990,990	Neil & Steve, Farnworth, Bolton
Arian Mission	2,213,790	Phil, Farnworth, Bolton
Haley's Comet	1,574,000	Paul Clare, Leicester
Legendary Soldiers	652,000	Pete, Farnworth, Bolton
SkyKid	496,000	Bev, Farnworth, Bolton
Pinball Action	2,400,180	Andy, Farnworth, Bolton
Soldier of Light	1,832,640	Paul Benford, Kettering
Psycho Soldier	182,200	M Hylands, Starburst, Bridlington
Psychic 5	2,746,100	N Watson, Starburst, Bridlington
Turbo	13,945	S Morley, Starburst, Bridlington
Side Pocket	48,500	P Bolton, Starburst, Bridlington
Dark Mist	38,660	P Bolton, Starburst, Bridlington
Top Secret	40,170	M Hylands, Starburst, Bridlington
Exeriser	84,100	Zak, Starburst, Bridlington
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WEC Le Mans	16,260,150	Keith Bradley, Blackburn, Lancs
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1943	2,147,200	Mel, Swansea, West Glamorgan
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Last Mission	243,600	T Craggs, Starburst, Bridlington
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Combat School	247,680	M Jennison Starburst, Bridlington
Defender	6,500,430	Bev, Farnworth, Bolton
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Darius	4,293,600	K Bradley, Blackburn, Lancs
R-Type	673,900	K Bradley, Blackburn, Lancs
SDI	2,101,820	K Bradley, Blackburn, Lancs
Rock 'n' Rage	12,754,900	K Bradley, Blackburn, Lancs



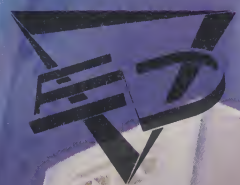
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|-----|--------------------|------------|
| 1) | 1942 | Capcom |
| 2) | Wonder Boy | Sega |
| 3) | Bubble Bobble | Taito |
| 4) | Arkanoid | Taito |
| 5) | Pacland | Namco |
| 6) | Rygar | Techmo |
| 7) | Ghosts 'n' Goblins | Capcom |
| 8) | Terra Cresta | Nichibutsu |
| 9) | Express Raiders | Data East |
| 10) | Choplifter | Sega |

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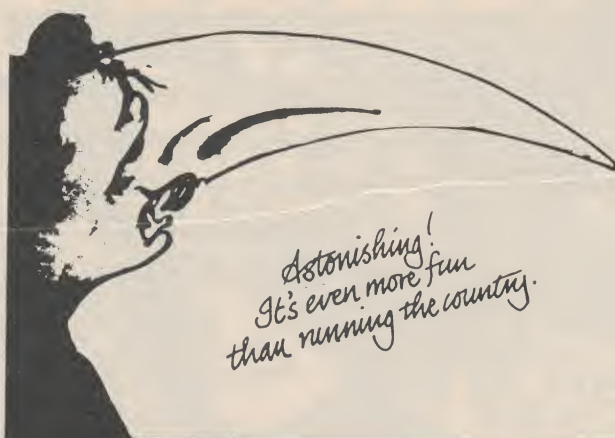
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Wayne's Play by Mail

I would like to start off by apologising to all the readers for the state of my column in the September issue of this mag. It was cut more times than one of Jack the Ripper's victims! All the relevant info, about the game I reviewed, **HeroPress**, went missing.

To set the record straight the main game reviewed, *Heropress*, a P.B.M. where you play the part as yourself as a super hero or super villain, usually costs £5.00 to start up, with further turns costing a very reasonable 60p plus s.a.e. However, anyone who writes in to me, with the above logo not only gets to start up, but also: 10 Free Turns, worth £6.00; The *HeroPress* source book; The *Gauntlet* comic book AND the latest copy of the *HeroPress* newsletter.

For the record the source book tells you every thing you need to know about the campaign world, superheros in general and how to create a new character.

The comic book is a short comic book featuring some of the characters in the game and what happened to them. The newsletter contains all the up-to-the-minute news and gossip from the game.

The artwork in all cases is brilliant and well worth a look. For a further in depth review, see the September issue of C+VG. Interested in playing this game? Then please write in to me, making all cheques and P/O's payable to Mr T. Knight.

Please note that if you intend to apply for more than one offer on this page you MUST send the appropriate number of S.A.E.s required - ONE for EVERY offer

that you apply for. If you don't, you will only receive the first offer you have requested.

● The first bit of important news is that after a long wait, the B.P.B.M.A. Guide to P.B.M. is finally ready. It is packed with info on P.B.M., plus hints, tips and the names and addresses of various major P.B.M. companies.

There are articles on how to play different types of P.B.M.s, advice about starting up your own P.B.M. if you intend to, a glossary of P.B.M. terms, as well as a run down of all the major companies.

There are also full details on how to join the P.B.M.P.A. (which is now a branch of the B.P.B.M.A.), it's aims and rules as well as various offers from companies when joining it.

Now how much are we charging for all this. **Absolutely nothing** is how much!

So if you are interested, please send me a large S.A.E. and I will forward you a copy immediately. There are only approximately 1,500 copies available, so they will be issued on a first come first served basis, and 250 are reserved for overseas players because their letters take longer to reach me. Who says that I don't look after foreign players?

● The Third British P.B.M. Convention is now a reality. I can confirm that it will take place at the same venue as last year, namely the **Porchester Centre**, Queensway, London W.2. on the 20/2/88 between 10.00 a.m. and 5.00 p.m. The entrance fee is £2.00.

C+VG readers can take advantage of a money saving offer by purchasing advance tickets for

the convention via this column at a greatly reduced price. Tickets are available NOW to all C+VG readers in advance at the reduced price of £1.50. All you have to do is send in to the mag an S.A.E. and the above logo to this column plus a cheque/postal order for £1.50 made payable to The British Play By Mail Association, and I'll send you your ticket. There's the distinct possibility of a sell-out. So it could pay to get in early!

● On with the news and gossip of the meets. Last month there were four P.B.M. meets and I managed to get to three of them despite them being scattered all about the country. The first one up was the London monthly P.B.M. meet.

This was the usual combination of organised chaos and drunken banter. About 150 people turned up.

Next on the agenda is the **K.J.C. Games** *It's A Crime* meet in Blackpool. K.J.C. hired a large marquee and placed it on the promenade and this acted as sleeping quarters and meeting place for the people who turned up.

There was a constant supply of tea and coffee on tap, "crime" videos were shown i.e. *The Godfather* and *Scarface*, plus a large selection of board games which were all there to help you pass away the time.

Oh yes, I almost forgot to mention the free beer tokens as well! The meet went very well with lots of chat, intrigue and double dealing which all culminated in a drunken game of "Mad", the board game, which is something I will remember for the rest of my life!

While at the K.J.C. meet I discovered that game one of *It's A Crime* has been won! **Alan Crump**, and his family, **The Waltons** - what a wimpy name - named Godfather of the City for three weeks - winning the game.

Lucky Alan, he could have ended up like the one time godfather of game three, **Big Mickey Mouse**, who was also at the meet?

Micky confided in me that he was named Godfather in one turn and by the time he got his next turn back he had been completely obliterated. Such is the way of the mob!! I also told him that I would keep this a secret. Sorry Micky!!

Remember that you still have the chance to get involved with the C+VG version of *It's A Crime*! All you need to do is write in to me and you will receive a FREE Rule book, FREE start up and TWO FREE turns.

The person who becomes Godfather for three weeks gets to win the C+VG Crime Trophy as well as play in another game of *It's a Crime* FREE, plus various other **K.J.C. Games**. It's still not too late!

The leaders of the C+VG Crime game at the moment are the **Colburnites** (gang number 102) with a notoriety of 219. However they are closely followed by the **Satanfists** and the **Sons of Batman**, who are both hot on their heels. Don't fret if you are not on the notoriety table yet, as there is still a long, long way to go, so expect things to change shortly as there is a lot of action yet to take place.

After that meet, I was soon zooming off to Southampton for the **Sloth Enterprises Saturnalia** meet. Once again, the amount of people that turned up was not as many as was expected, but all the famous faces were there and despite some dismal weather that put paid to some of the organised events, everyone had a pleasant time, with board games being the order of the day.

A lot of the meet was spent in various public houses and there were hundreds of rumours and stories circulating as well as a load of old waffle.

Can the evil people invade the Southern Isles with safety (I hope so!) or can the White Isle raise an army from its cowardly population to effect some kind of defence? We shall see.

Sloth have also hurdled over their G.M. problems by employing two more new G.M's and they have almost immediately cleared their backlog of work.

The only meet that I did not attend was the A.E.'s meet in London and the reason I didn't attend was because I wasn't invited! I heard on the grapevine though that the meet was very well attended with approx 150 people attending the meet in a pub, which was conveniently open all day.

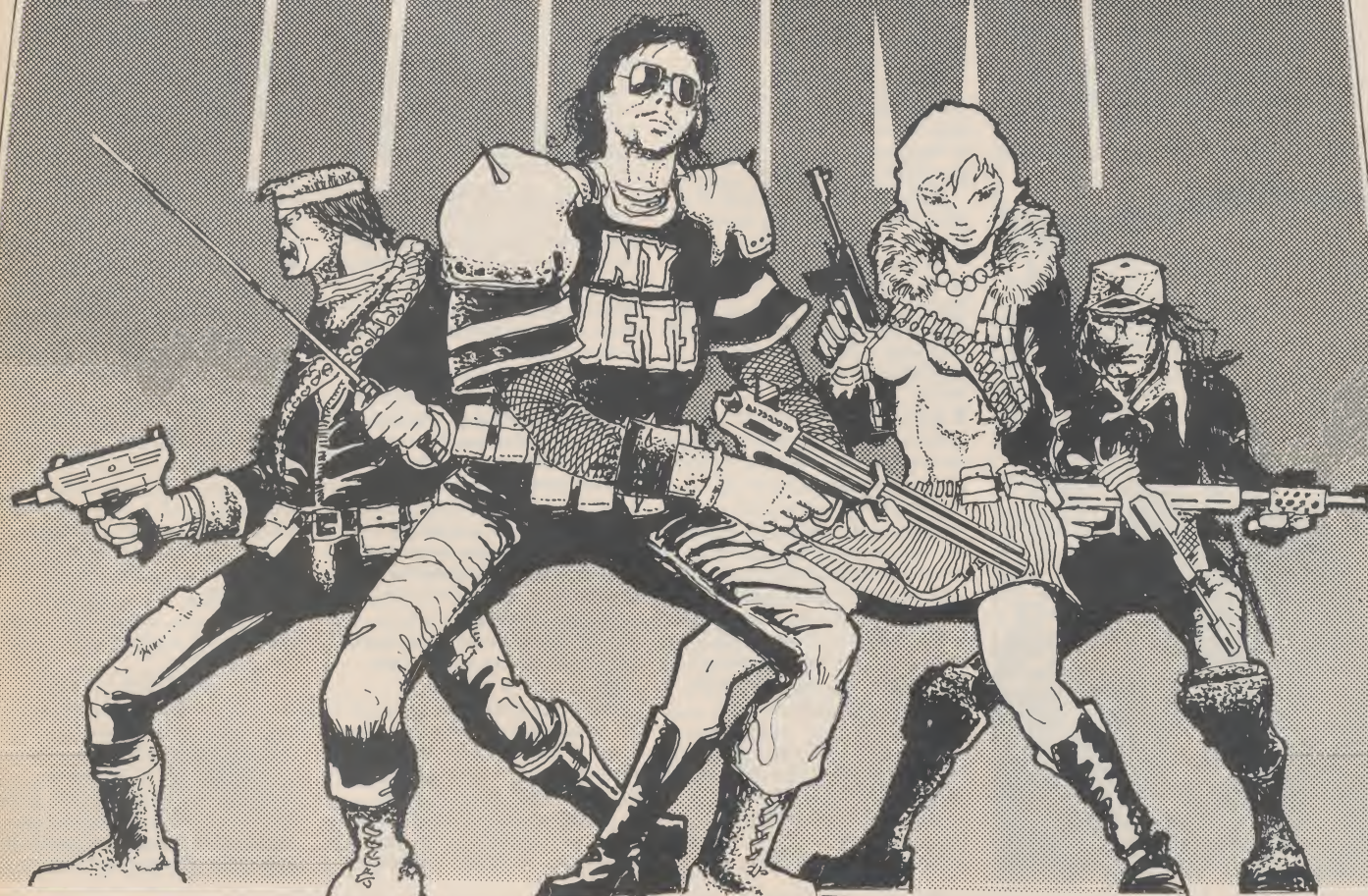


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Apparently one of the highlights was the mass eating of a large cake, which was baked into the shape of the mountain on the cover of their rulebook!

RHANN GAMES OFFER

● Rhann Postal Games has obtained the rights to run **Epic III**, **The Kings Game**, which is a game of politics, diplomacy and military conflicts. The player controls the ultimate destiny of their chosen race.

The game is completely computer moderated and in parts is quite technical. It gets more complex as you advance and develop your nation.

It has six position types as well as six racial types plus a choice of 22 different troops to choose from. Also it is open ended and has no fixed deadlines. The minimum processing time between turns is claimed to be seven days.

Rhann have also released **Eclipse** which is an introductory galactic warfare/conquest game, which they claim is easy to play. The rulebook is not that well printed but it is easy to read. This game is a game for between 12-20 players lasting until a player or players control $\frac{2}{3}$ of the galaxy. Once again this game is completely computer moderated.

Now onto the bit you have been waiting for. Rhann has offered six FREE playtesting positions for an unlimited period in **Epic** and an entire FREE game of **Eclipse** for 20 C+VG readers. That's what I call a generous offer. How do you get your grubby little hands on one of these freebies? This is how:

● Epic III Playtest

I require six P.B.Mers who are experienced in computer moderated P.B.Ms as this game is quite difficult. You should write in telling me what games you have played, where you come in them and in no longer than 100 words why you like computer moderated games. No novices please.

● Eclipse

I require twenty P.B.Mers who have NEVER played any kind of computer moderated game whatsoever to write in and tell me what other games they play as well as telling me in less than 100 words why you want to play a computer moderated game when you have never done so before. No experienced players please.

When the playtests are over I will give the names the full review they deserve.

There you have it. Easy isn't it! On the other hand if you want to play either of the games regardless of the playtesting, please note that the prices are as follows:

Epic III: Start up costs £5.00, which includes two free turns. Further turns cost £2.00 each.

Eclipse: Start up costs £2.50, which includes 2 free turns. Further turns cost either £1.50 or £2.50 depending how many orders you issue. All Cheques made payable to Rhann Postal Games please.

● **Jade Games** has written into me informing me that it has started up two new games. The first is called **Chronicles of the Knights of Avalon** which is an empire building game. Set in the realm and time of fantasy, it is fully computer moderated with ten day fixed deadlines and contains a maximum of 100 players.

It is run on an Atari 1040ST using 5 megabytes of memory!! They make various claims with regards to this game which I cannot confirm.

However I will soon be allocating a playtester, so you can read all about it in a future column. To let you know just a few of the claims that Jade make about this game, read on: A

unique and realistic mapping system; 1000s of player armies and fleets involved in conquest; A highly developed class system of squires, knights, Lords etc; 1000+ power cards; Special powers and options to control the deadlines of other players.

The good news for you people out there is that the rulebook and set up is totally FREE to all C+VG readers, so if you want one just write in and I will forward your request on to Jade.

Jade has also signed up a game from the States called **New Order**.

As I write, I have received a looseleaf version of the rulebook, which is quite bulky and complex. Another totally computerised game, this one is sci-fi based. Scientists on your planet have suspected for some time that an intelligent lifeform exists out in space, and with the recent development of a brand new, sooper-dooper hyper jump engine you can go and find out. Will the aliens be the dominant species or will it be your lot? You can find out.

The rulebook costs £3.00 and further turns cost £2.50, with no extra charges what so ever.

However, before you start out I would advise you to do what Jade suggests. Don't ask to join a game before you've read the rulebook. It looks very complicated and is definitely not the game for a novice or even a slightly experienced P.B.Mer.

By the time you read this the rulebooks should be printed up and games should have started running. If you are interested please make out all cheques to Jade Games and I will pass them on.

Jade has also purchased their first postal role playing game. I am eagerly looking forward to how they do with this format of P.B.M. as, to date, all their P.B.M.'s have been computerised nature. I will keep you informed as information comes to hand.

● If you read the daily tabloid press you will probably have seen that **The Laboratory**, who run **Further Into Fantasy**, have come in for a bit of flack. If you haven't seen what was written, I'm not going to repeat it as most of it was vastly inaccurate and wildly fictitious. But to set the record straight The Laboratory has not closed down. It is still running and turn around is nearly back to normal. None of the G.Ms have been sacked from any of their jobs.

There is a possibility, because of the coverage it has received, that some of you may wish not to continue in the game – that's a pity because it is an excellent one.

If you have any enquiries to make with regards to this matter, please contact: The Laboratory,

Box 66, 19 Colbourne St, Swindon, Wiltshire, SN1 2EQ.

● **Mitre Games** is giving away FIVE copies of their excellent boxed P.B.M. **Tribes of Crane**.

Tribes is without a doubt THE best presented game in the U.K. Each of these boxed sets are worth £9.95 so they are well worth winning.

You are a leader of a tribe attempting to survive on a hostile and barren planet.

To win one of the five boxed games all you have to do is write in and tell me what a Mitre is, what it is used for and how it is used. I will pick the first five people out of a hat on October 16th. The winners will be printed in this column. Mitre has also asked me to tell you that if anyone wishes to join their excellent game **Mitgard**, they can have their first turn FREE.

Mitgard is a complete simulation of Military, Economic, Political and Cultural activity on a large scale in a fantasy world. As you work your way up you can control vast forces of wealth and political influence. There are graphics, depicting forts and deployment of your forces, sieges and strategic positions.

It is computer moderated, but I believe there is a large G.M. involvement and participation for written reports.

Start up costs £5.00 for a large rulebook and further rounds cost £3.00 a time. This game should seriously be considered by wargamers, or people who like a lot of diplomacy and tactics.

Finally, Mitre would like to know that they are always on the lookout for new G.M.s, so if you have 'O' levels in English, good handwriting, experience of fantasy role playing and have a good imagination, drop me a line and I will pass all the details onto Mitre.

● **Turnaround time in The Hunting** is going to be increased because as I write the G.M. has just had a couple of weeks off. The word on the street is – be patient! Although we would like G.M.s to work 24 hours a day, 52 weeks a year they are only human (well some of them anyway) and they deserve a break. I suppose that as computers do not take holidays, computerized P.B.M.s can count this as some kind of advantage.

● **Sloth Enterprises** has decided to re-launch their game **The Enchridion**. It's a great game, and if you win, you receive a cash prize, which is a fixed percentage of the turn fees.

I have seen it first hand and even played in the playtest, so I feel qualified to tell you that it is a very enjoyable game.

You need good powers of imagination though, for the game is set in a fantasy-medieval type world, where you have been asked to find the most powerful book in

the world, *The Enchiridion*.

You start above ground trying to find an entrance to the dungeons. Once inside you are on a wondrous tour of everything from dungeons to islands.

You can either play as a single character or a group of up to eight. I haven't obtained the details of the prices yet, but if you are interested, forward an s.a.e. to me and I will pass it on.

● REVIEW TROLLS BOTTOM

What would you expect a game called **Trolls Bottom** to be like? Silly? Stupid? Mad? Well you'd be absolutely right – but you'd have missed out the most important point. It's also a great deal of FUN! **Project Basilisk**, who runs this P.B.M. seem to have got the aim of the game right first time.

You play the part of a very large, ugly, troll. You should all know the two things that give trolls pleasure. You've got it. Eating and fighting. In this game you get to do a lot of both.

The aim of the game is to become the last troll out of 70 roaming the 400 troll holes on the island that you are placed. When you have done this you have deemed to have created a suitable place to attract a mate. In real life you are awarded a prize for winning.

Once you take on the body of a troll you gain the following attributes – strength, build, morale, tale and sanity. These are the qualities by which you judge in what condition your troll is in.

You lose or gain points in your main attributes depending on the actions you take.

For example, sanity ranges from a melon to dangerously sane. It's up to you to work out which rating is good for your trolls.

Just because some of your attributes are low doesn't mean you'll do badly in everything you undertake – in fact in some attributes it is good to have a low rating.

You submit your orders by issuing a series of codes for the action orders that are described to you in the rulebook. You issue your orders by writing down a series of codes on a turn sheet.

At the present time you have the space to enter 14 actions on a turn card. Therefore each turn you fill in the action card with up to fourteen orders for your troll, attach a stamp to the back and pop it in the post box to await for a print out, showing your troll's progress – or lack of it.

In nearly all the orders you use you have to state the amount of strength your troll will use in each action. The total amount of strength a troll can use per turn is 134. However it's wise to note that although your troll may only have

44 strength on the print out, it can actually use up to 134 strength regardless. In fact you can use up to the limit of 134 strength at all times.

Furthermore you will also have to issue a weapons code with the majority of orders. Weapons range from hands and feet – which are pretty deadly – to Dragons backbones – which are very deadly.

The idea is to use a combination of up to six weapons at once and you can also use food as a weapon. Don't laugh, how would you like a hard blow over the head with a coconut.

If your troll only had hands and feet, bones and daggers to fight with the weapons code would be as follows: Hands and feet = 1, Bones = 2, Daggers = 3.

The weapons code you would use would be 123000, as you have to put six digits in the weapons code box. Easy isn't it!

ACTIONS

There are 14 actions, but I do not intend to go into all of them, as I think a few will suffice and give you a flavour of the game.

HUNT

This enables you to hunt for food. When you eat food you regain your lost strength. Trolls are always hungry and I found that using this order every turn is a must.

MAKE WEAPONS

When a troll eats, digs or robs someone, it is more than likely that it will obtain some bones. With the correct amount of strength and bones your troll can make different degrees of vicious weapon. The most feared Troll made weapon is a spiked crusher, which is very mean.

ATTACK

This gives you the option to attack another players troll. You can attack a troll that is in one hole away if you attack underground and two holes away if it goes overground.

If you win you may kill, badly injure or wound your opponent. You may also gain some equipment. However, if you lose you will be the worse off for morale and strength. The attack action should carry a government health warning. Attack actions can seriously damage your health as well as anybody else!!

EAT

This order is the one order that you MUST do every round. It is not included in your 14 orders, so you have no excuse for not doing it. Eating gives your troll strength, sanity and lots of very useful bones.

OTHER FACTORS

Your troll gets a life long companion when he starts off on the island. A king vulture. Because it is your life long friend

and it gets to eat the scraps of food that you leave behind, the vulture will spy on up to ten holes for you each round.

You should note that you automatically get a report on the eight troll holes surrounding you, so there is no need to send it to spy on them.

Also in certain holes you find magic possessions such as different colour rings, guards, seeds and mushrooms. Each of these do different things to help or hinder you as the case may be. The only problem is that you have to learn how and when to use them!!

Also from time to time you get extracts from a diary printed on your turn sheet. Written by a poor unfortunate, now dead, creature marooned on the island.

You are deemed to have found the diary while adventuring. It tells you some of the things the creature saw and what it did.

The extracts are in fact clues to some of the more weirder things that happen on the island. For example you get to meet Balrogs and Moonworms. In the future you will be able to meet wizards and many other monsters.

You also get the chance to make special brews which enhance your powers, plant seeds and grow magic trees and even make troll jelly!

By the way, you also get a 5' by 2' map, which shows you all the trolls' holes on the island and it makes mapping simple.

Also you get the chance to issue a 62 word message to all the other players in the game by entering it in a specified box on your turn sheet.

The game also has a regular newsheet, which is full of hints and tips as well as updates on which trolls have gone to the big troll's rest in the sky.

For all you technical buffs out there, the game is run on an Amstrad 8256, expanded to 512K. At this time there are 42 separate programs making up a total of 271 K with a database of 30K for each game.

WAYNE'S VERDICT

This game is not to be taken seriously. It is wild, wacky and fun. If you want a serious P.B.M. then don't play this game. The attitude for this game should be: "I'm going to play this game for the sheer hell of it and do some really stupid moves to see what happens". Play it this way and you'll probably win!!

It is one of the easiest games I have come across and is ideal for a newcomer to P.B.M. who doesn't want to get shown up by getting killed off in the first turn because of lack of experience. It's the kind of game where you come home, spend five minutes doing the turn and that's that until the next turn.

As I mention it, the turn round is excellent. 4 days at the MOST is the longest I've waited. It is probably one of the quickest turn around games on the P.B.M. market today.

Also this game has one big advantage. All the players seem to be playing it for the right attitude and if you want any help just put a message out via your turn.

This will be printed on every other players turn sheet with your name. I did this and I got about ten replies, all wanting to help me or get me to join an alliance.

Alliances play a big part in this game and if I were you I'd join one of them as soon as possible for a bit of mutual protection.

I'll only give you a few hints as it really would spoil the game for you if I told you all that I found out.

- Keep on the move
- Get into an alliance
- Think of really weird things to do, they might work
- Spy on someone before you attack them
- When you attack someone, do it several times a round and then issue a Look Out order on them

The only bad thing I found in the game was the way the special items are dealt with. You really have to try everything to get the best out of them.

There are no clues telling you what to do with them usually before you find out their full effects.

Overall, I liked this game and you have nothing to lose by giving it a go. It is quick, fast, simple and enjoyable.



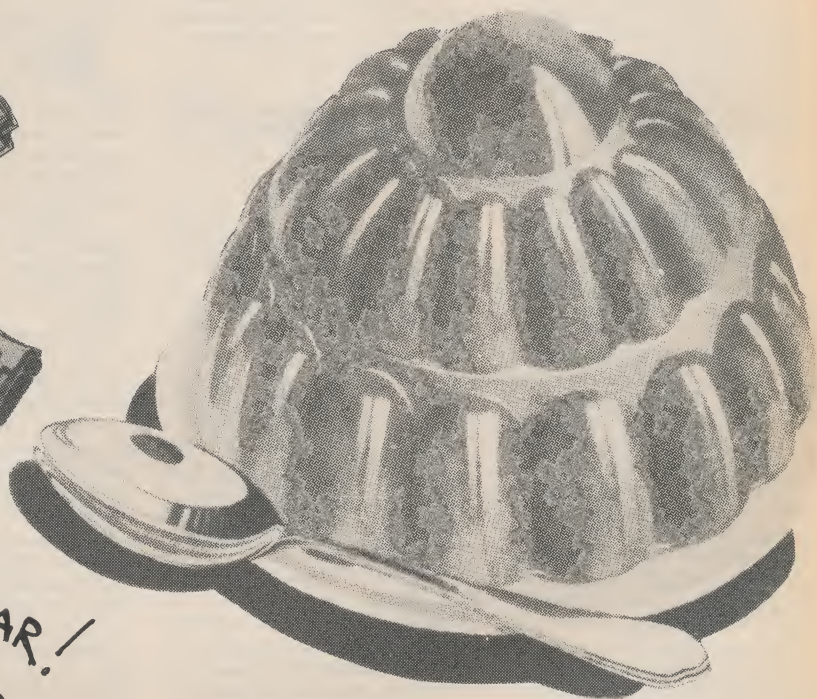
Which are you?

*A wiz-kid intergalactic super hero
feared throughout the seven galaxies?*

*Or
a small green piece of jelly?*



▲ A WIZ-KID
INTERGALACTIC
SUPER HERO



▲ A SMALL GREEN JELLY

● December's *Sinclair User* features an astonishing computer moderated board game free. It's all in colour and features some of the strangest characters you've ever seen. Designed to appeal to arcade freaks and strategy addicts alike.

And there's more:

● Next month **SU** continues its record of more Spectrum games reviews than any other magazine. Just count 'em.

● We do the same thing for Previews – pages and pages of first-look screen shots. See them in **SU** first.

● You want Pokes we got 'em – every month we carry more Pokes than the opposition. Yet our pokes have a special feature – they work.

● We're also reviewing some hot new joysticks in December's issue and don't miss our complete map and playing guide for Wizball.

SU: Definitely not for jellies

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Comix.

Who or what is Moebius? "Who" is easy. He's a real rarity: comic artist — as opposed to a comic hero with a secret identity. By day, as it were, he's Jean Giraud, artist/co-creator of one of France's most popular western strips, *Lieutenant Blueberry*. By night (creatively speaking) he's probably the most off-the-wall genius in comics today.

Giraud had already built a reputation as a fine "mainstream" comics artist under his own name, particularly on *Blueberry*, when he realised the need for other outlets for his creativity and for his interest in science fiction. His solution was to dream up a new identity for himself, enigmatically named Moebius after the German, mathematician who devised the "endless loop" of paper known as the Moebius strip.

Since the early 70s Moebius (sometimes, just to add to the confusion, signing himself Jean Gir) has unleashed on the public a series of extraordinary fantasy/science fiction stories. These, and his part in founding the revolutionary comic-strip magazine *Metal Hurland*, marked a great leap forward in story-telling techniques, in public acceptance of comic strips . . . and in sheer mind-blowing story concepts.

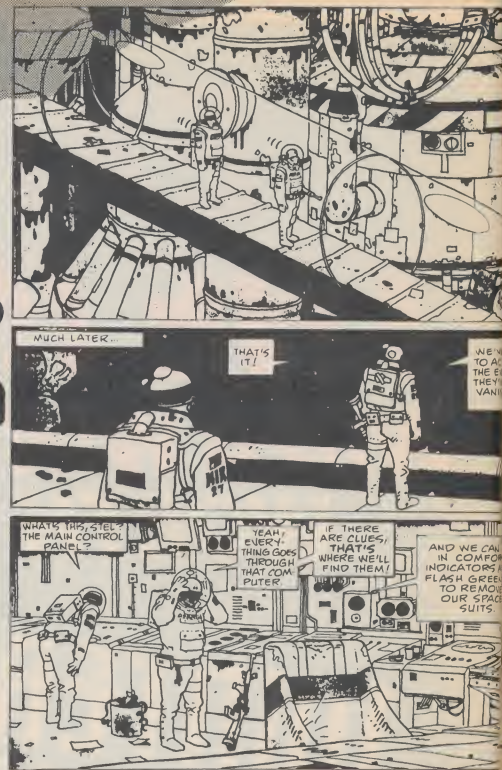
It didn't take long for American publishers to recognise the genius of Moebius (wouldn't that make a good title for a book?). One of them, in fact, provided what seemed like the ideal vehicle for Moebius to conquer the English-speaking world: an American edition of *Metal Hurland* called *Heavy Metal*.

Unfortunately, the reality didn't live up to the promise. The translations of Moebius' idiomatic French were stilted and sometimes inaccurate, and the colouring was not at all as Moebius had intended. Nevertheless, his fame spread, and a year or two later found Moebius in America doing design work on two films dear to *C+VG's* heart, *Alien* and *Tron*.

This long preamble is all leading up to something — something quite unlikely, in fact. Would you believe Marvel Comics to the rescue? To be more precise, the Epic Comics division of Marvel, which began as a sort of alternative to *Heavy Metal*, is now in the process of re-presenting all of Moebius' works, specially re-translated and re-coloured under the supervision of the man himself. They're being published as a series of six deluxe volumes aimed at "mature readers". The first two have already appeared; the third should be out by the time you read this. All six are being imported by Titan Distributors and sold through comic shops at about £6.50 each. And they're highly recommended.

Those are the facts. What's more difficult to define is: what is Moebius? You could say he's a true artist, constantly pushing himself to achieve something new and different. You could call him a master storyteller in the fantasy genre. Or you could choose simply to judge him by his works.

What you discover is that here we're dealing with a man who's seriously weird. For instance, the first volume of "Collected Fantasies



of Jean Giraud", as it's subtitled, contains:

● "The Repairmen" — Our first meeting with Stel and Atan, who crop up again in the next story. They find a very strange way of fixing a damaged Waymaster, one of a "mysterious race who drive endlessly across the incredible networks of road which covers their planet". This, though, is just a prequel to . . .

● "Upon a Star" — A wonderful story originally commissioned by Citröen, the car company, as an extra-special giveaway for their top sales people — "thereby", as Moebius puts it in his introduction, "frustrating all the traditional French comics collectors"! It concerns a space-bound "Marie Celeste", a graveyard of abandoned spaceships whose 300,000 crew members are camping out in the shadow of a gigantic blue pyramid (which turns out to be something else entirely) . . . and a 1938 Citröen. We begin to get an idea of the cosmic scale on which this man works!

● "Aedena" has a similar theme — humans lifted to a higher plane by alien civilisation — but with a rather different focus and some beautiful colours.

● "Celestial Venice" — Did you know that there are 127 active Venices, over 4,000 having already sunk? This is the story of one that's saved in the nick of time . . .

Volume two contains the stories that revolutionised French comics. "Arzach" is a series of wordless strips about a silent, pterodactyl-riding warrior, plus a brand-new Arzach tale which hasn't yet appeared in France. Each story is characterised by a final, cruelly humorous, twist.

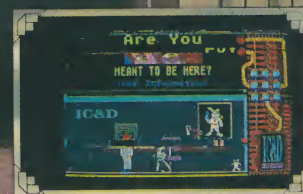
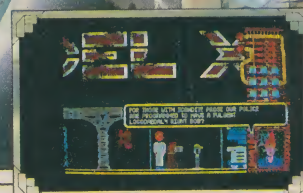
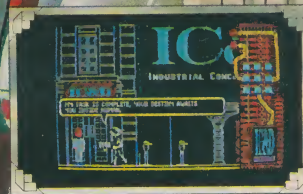
Enough words — go directly to your nearest comic shop and experience Moebius for yourself!

Philip Morton



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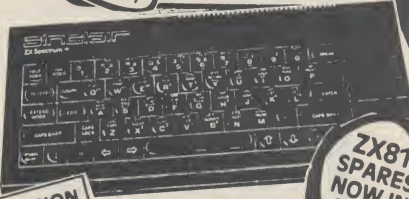
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Mailbag.

● For the past two years I have been an avid reader of your mag. In this time I have seen many changes in C+VG and computers in general. Most of these changes have been good, especially the improved news and letters pages except for the replies from non-entities.

The new 16 bit machines are also impressive. In your April '86 issue the Amiga vs ST challenge was held in which the Amiga came out on top by a mile.

So what has changed in 18 months. In the September '87 issue the Editor told a reader to get an ST because they are cheap and he likes them!

The new A500 is a brilliant machine at an amazing price, and, for Richard Monks, you CAN use an A500 with a T.V. Taking all of this into consideration, I find it hard to see why you are displaying a marked bias towards an inferior machine.

If Atari want their product advertised they should pay for a real ad like everyone else, and not get the Ed to do it for them.

*Paul Colliss and Adrian Briers
Leicester*

Editor's reply: I speak as I find Paul and Adrian, and gave Richard my opinion. We can still have opinions, can't we? You like the Amiga - I like the ST - 'nuff said?!

● Konami Software Club, produces a monthly newsletter about Konami activities.

Each newsletter there are reviews of new computer and arcade titles being produced by Konami, gaming hints, features and a whole lot more. The subscription price is just £3.95 per year U.K., overseas rates on application. With the newsletter members will receive a membership card

with their own personal number, which will allow them to take advantage of merchandise discounts.

Membership has proved popular with MSX owners, although we will be reviewing and including news on other micros. In addition to Spectrum, Commodore and Amstrad, we will be covering the MSX, C16, Einstein, and 16-bit machines, together with games consoles.

Any interested readers are invited to send a 9 by 4 SAE for an application form and details Konami Software Club Bank Buildings 17 Bank St. Newton Abbot Devon

TQ12 2JL
*Mark Smith,
Devon*

Editor's reply: Sounds like a good deal...

● We were really chuffed when we read the review of our adventure, Dusk Over Elfonton, in our local John Menzies. We were so over-the-moon about in fact that we bought two copies of your mag to treasure for the rest of our lives.

We were a bit disappointed, however, as a few bugs crept into the review, namely our name & address. We know that we have a weird address as we live in Wales, but we printed it enough times so you should have got it right!

For everyone who so desperately wants to buy a copy of *Dusk*, it costs £2.95 on cassette - also on Microdrive for £4.95 - and our correct address once again is: Bandit Video Games, 1 Glanmorfydd House, Cwmgarw Road, Rhosamman, Ammanford SA18 1DP. Tel 95 824803.

Also, the quest for the Orb is only one of the aims in the first

part of the adventure. The main aim in this part is to free the Wizard, while the overall aim in *Dusk* is to rescue the Wizards castle from the rule of the Lizardmen and consequently discover a means of returning to your own time.
*James E. Hooper & D. Harper
Ammanford.*

Editor's reply: Well, it IS a dodgy address...

● I went through all this drivel about five years ago as a BBC owner, and now, having bought an Atari STFM, find the same old problem raising its extremely ugly head again. I am referring to the price of games software.

Virtually all software houses price their software on the principal of the better the computer, the higher the price. To a certain extent, this is fair enough, as it takes more time and skill to program a finer production on the more powerful computers.

As regards the ST and Amiga, it seems to be standard policy to price these versions at nearly twice the price of the already over priced Amstrad disc version, at around £25.

Mastertronic, seemingly one of the few honest software houses, have proved that selling at £2.99-£4.99 brings massive sales, and has made them one of the richest houses.

Do Sub-Logic - wonderfully appropriate name - really think that selling *Flight Simulator II* at £50 will bring in more profits than they would get selling at £10-15? Surely they would sell ten to twenty as many copies at this price.

For once, will the software houses use their commonsense and price all of their excellent titles as only Mastertronic know how.

So, there are two paths open to us games players - have a

massive write in protest, or better don't buy any software above £10 in price, unless it consists of a gold or platinum disc.

*Colin Campbell
Belfast*

● I feel that the average age of your reader has started to become younger. Why? Well, looking thru this months copy of C+VG everyone seems to be saying what I say is best and everything else is crap.

It's a well known syndrome - Narrow Minded Obnoxiousness and by looking at the replies to some of the letters I can see also that the symptoms are showing in you also.

A few views that I would like to express are - Jerry Paris needs a script editor. You also need your style sorted out and spelling mistakes. On the whole, Mark Bromley does the best artwork for your covers. You mention you did have a strategy section, but I could not find it anywhere. I would welcome it as I sick to death with killing aliens with plans on universal slavery available to everyone. I think Wayne also deserves more than a page as he seems to be getting more followers every issue. Your heavy metal section is... well it's there.

Although I don't read it myself, I don't carp and moan about it. A quick word to Wim de Gent, The Sisters split in 85/86, long live the Sisterhood.

Back to the point. Nipples! Yes they were invented long before computers and as the average age of your readership is 16, everyone knows what they are.

Out of the two computer mags I buy, one has an inferiority complex. Why the constant bitching against each other? What does it achieve.

Zzap is on a downer at the mo, so don't add injury to insults just get on with your job, trying to keep everyone happy, or me at least. On the whole, your mag seems the more intellectual of the two, although you do have your moments.

Advice please. As I said earlier, I'm sick with the current state of software for the C64, so do I — buy a disk drive for it or flog it and all my games and buy an ST FM. Please make a serious attempt at answering as my funds are short — of course you could give me a job helping Wayne with his workload.

Information please — when I had my Speccy in the old days, I had a great game for it called Rebel Star by Firebird.

Now I wrote to them asking if any plans for a conversion were in the line. The answer I received wasn't worth the paper it was printed on.

Please kick some ass up there and get it done, throw your weight around, stick your fingers down your throat, just get some intelligent response from them. I'm not a kid, so don't treat me like one.

One more moan — not a month goes by without one company or another obliterating the pages of the mags I read with their glossy double page hype and this months "essential purchase".

It's funny how worked up you can get, typing. Anyway, I have nothing but contempt for the companies who rely on image rather than a well thought out intelligent game, if

there is such a thing. Perhaps a P.R. officer could be invited from each of the companies to answer some queries from people who've been ignored by them.

It would certainly do their image no harm. I think I'd better leave it at that until some sparks off my prose again, I think I'll be writing again soon, so be prepared for another onslaught. A quick message to all Sisters fans — burn!

Andy F
Bristol

Editor's reply: What an epic! Enough points in there to keep you all busy replying for at least the next couple of issues.

● We regularly read your magazine here in Holland and when a problem arose we naturally thought of you as being the people to help. Here goes.

At the moment there is a Norman Wisdom series on BBC2 on Monday evenings. Might it be possible for you to give us an address of a video club in Britain who can send us a VHS video of these Norman Wisdom movies especially the first one shown at the beginning of July called *The Square Peg*.

We hope you can help us with the above or inform us what we can do to obtain the video. Thanks!

J. M. Rost

Holland

Editor's reply: Well, there's no accounting for taste — why you want Norman Wisdom on tape is beyond me! But there may be some other nutters out there who can help you out.

● After purchasing an Amstrad DMP 2000 printer and an interface usable with a Spectrum+ computer, I am having a few problems. In the back of the manual there is a chapter about printing graphics but this section does not tell me how to print graphics from the computer. I have tried printing a program with graphics in it but where the characters should be are question marks. Can anyone help.

Miss R. T. Monument
Norfolk

Editor's reply: Well, can anyone give Miss Monument a sensible answer. We can't!

● Why does it seem all your competitions are drawing ones. Can't you have essay comps or a competition trivia quiz. Where's the Bug Hunters?

Like the new articles, though I'm not too sure of the music pages. Personally I like heavy metal but I also like rap, indie, soul and some chart stuff as well. So why can't you cater for these and other forms of music. Like explaining all those forms of music as well as a

general music summary.

J. J. Cool Jazz
Billinge

Editor's reply: All our comps aren't painting ones — but you should see the response when we do hold one! The Bug Hunters have gone to that great comic graveyard in the sky as Mr Paris moves on to bigger and better things — but watch for a brand new strip starting soon.

● I think that the judgements of the Barbarian and Xevious competition was a little bit unfair, especially the Barbarian one. People spent so much time and effort drawing their pictures and at the end they get beaten by four- and five-year-olds who I bet only spent one hour at the most to do theirs. Why can't William Lee Wah Kan be a winner for once? He's been a runner-up quite a few times! Could the artists have their pictures back if they ask for them?

My kid spent quite a few days on his and at the end he got nowt, not a sausage. Next time I'll get my three-year-old cousin to do the drawing.

Chun Wah Kong
Cheshire

Editor's reply: How do you know they only spent an hour? Everyone — despite their age — gets a chance to win C+VG competitions. Steve Brown, the man who designed Barbarian, judged the competition for us — so you can argue with him if you're handy with a broadsword.

And if you enclose an SAE you'll get your entry back.



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Pen Pal Page.

● I am an Italian boy very interested in the Amiga and C64. I am looking for new friends in Britain, or any where else. Please write in English or Italian.
Umberto Valentino
Viale della Alpi No 40
90144 Palermo
Italy

● I am a 18 year old boy from Holland. Besides designing computer graphics/ sprites, I am also a graffiti artist. I would like to get in touch with other graffiti artists in the world to exchange tips, tags, photos, etc.
Elout de Kok
Her oosterveld 9
7907 GE Hoozeveen
Holland

● I am interested in a 15-17 year old female, C64 owner who is addicted to cassette version adventure games. Any race, country or height. Interested.
Please write. No Australians — please.
Hordak
4 George Cr
Port Macquarie
NSW 2444
Australia

● I would like to get in touch with other users of the Amiga. I have a A500 and promise that all letters will be answered.
Daniel Mostrom
Betsley 6
552 59 Jonkoping
Sweden

● Hi, my name is Mark and I own a C64. I would like to exchange info on the 64 with anyone in the world and also write about other interests. I have a disk drive and datasette
Mark Cassella
32 W. Forest Dr
Rochester
N.Y. 14624
USA

● Hello out there. I am the owner of a C64+4 and I just LOVE computers. I also like horror films, 2000 AD, adventure gamebooks, role playing etc. I am 12 and I would like a pen friend who loves having fun and who would swap hints and tips. So, if you want a psychotic, fun loving guy for a pen friend, please write. You can be any age, preferably no younger than 11.
Steven Hern
Tyne & Wear

● I have just bought at C128 over here in Malaysia. However, it is very frustrating to find out that there are very few 64/128 users 'practising their knowledge' here. I would like to get in touch with any users in the UK to find out more about this fantastic machine. If anyone is interested in swapping hints, advice or just wants to exchange "eastern-western ideologies on the 64" the write to me.
Calvin
PO Box 1032
Penang 10840
Malaysia

● I would like to advertise for a pen pal. I have an MSX computer I would like a penfriend anywhere in the world. I would like it to be a boy around 15 or over. My other hobbies are swimming, horse riding and reading. I also like music — especially the *Police*. I am 14.
Helen Bray
Devon

● Do not read this unless you are a genuine pen pal who is prepared to write regularly. I am 22 years old and own an Amstrad CPC 464. I would prefer pen pals from abroad, but will guarantee to reply to anyone who sends a photo.
Write soon and give me a break away from playing computer games non-stop!!
Dawn Lever
Sutton

● Hi, my name is Samereen. I am a 15 year old girl who owns a C64. I would like a penpal (female) aged 18 and over from all over the world who has experience in all computers and anything linked with them.
Also someone who can solve problems, have ideas for projects, excellent in programming, word processing, know about modems, prestel numbers viewdata system, etc. Anything, anywhere, everything about computers. I am also interested in the BBC although I don't own one. So fans, why not contact me.
Samereen
London

● Hi, my name is Keely and I am 12 years old and own a CPC 464. If you want to be my pen pal, and like American football, baseball and English football, write to me now.
Keely Bergquist
Liverpool

● I am a 12 year old Chinese boy. I own a Sega Master System and I would like to have a pen pal who owns a Sega. Please write now, as I am feeling lonely.
Peter
Luton

● Hi, I am an Australian guy and I am desperately searching for someone who owns the same machine as myself — C16. I am looking for people from all over the world to exchange letters and pokes. Write to me now.
Mark Demicoli
39 Balnarring Drive
St Albans 3021
Victoria
Australia

● My name is Kay Dharbanga. I am 16 years old and have a CPC 464. I would like to have anyone with any type of computer who's 16 and lives abroad as a pen pal.
Kay Dharbanga
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Loud and proud and ready to shock. Yes, C+VG's very own Mr T — Tony Takoushi — is back to rant and rave about computer games. Love or hate him, just read him.

I know it sounds crazy, but recently there have been times that I felt like exploding in excitement at all the new 16-bit/console stuff, and there is still the odd few 8-bit games that gets the pulse racing.

This month's offering is a 128K MSX game called *Nemesis 2*. Yup, it's the follow up to the original arcade hit *Nemesis*, which was converted to all major formats.

It comes from Konami on cartridge and will set you back £20.

OK, you all know I foam at the mouth at the very thought of a

peace and stability to all the planets.

The game is in the *Defender* vein, your ship moves left to right across the screen while the landscape moves above and below you. At the end of a wave you have to defeat a mothership to proceed to the next level.

You start off with just bullets at your disposal but can pick up, extra speed, missiles, double cannon, laser, optional extra ships and a force field by shooting certain aliens which turn into very juicy collectable pods.

There are other temporary weapons to

There are seven planets to work through — statute, jungle, ancient, floating continent, fire, living and fortress.

What deserves special attention is the sound in this game. For the first time ever Konami has put a dedicated sound chip in the game cartridge.

A new custom sound LIS — that's what it says here — was specially developed which allows eight voice polyphonic sound effects.

The bottom line is that this game has music and sound effects that make the industry standards of Rob Hubbard look like Noddy. I know it is a sweeping statement but it is that good.

The graphics are excellent, well animated and coloured. My only qualm with the



Konami MSX game — but if you have ever been privileged to play one you will understand!

Boy, where do I begin? This game is absolutely choc-a-bloc with wicked touches, gameplay and action.

In fact this game made history for me, I have played thousands of games and for the first time EVER I hit the pause key to rest as the action was just too much for me! I had to calm down on getting to a mothership stage.

More of this later, now back to the game. It follows on from the first *Nemesis* in that you control a ship and have to clear assorted nasties from a planet. The scenario tells you that the evil Dr Venom has invaded your planetary system and you have to make like Clint Eastwood and bring

be collected (via pods) that last a set amount of time, and include vector laser, option ring, enemy slow and rotary drill.

On defeating a mothership you can go for the big ones, here you go and sit in the hull of the dead mothership and you play a short round which results in you getting a new VERY lethal weapon (up laser, down laser, napalm missile, reflect ring, extended laser, back beam or fire blaster).

The enemy attack comes in the form of inertial alien patterns and bases on the backdrop — these open up and let you have it — also, mazes to manoeuvre through, rotating pillars to squeeze past, and Egyptian heads and Dinosaurs — very neat on the eye — to zap, or avoid!

presentation is the scrolling which like the original *Nemesis*, is jerky BUT the action is so hot you do not have the time to even notice it.

Again the game scores in its playability.

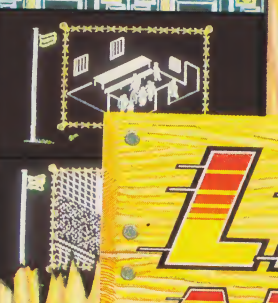
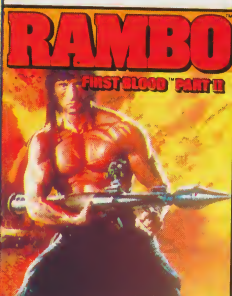
Make no mistake, this game is very hard in places, but they are all the right places.

There's a ten digit highscore — you cannot be serious — and a continuous option at the end of the game so you can practice the high levels.

The game should be available by the time you read this as the launch date is mid-October, all I can say is Konami you have reaffirmed my faith in eight-bit games with a worthy follow-up to the original — and great — *Nemesis*. It is a follow-up in the true sense of the word . . .

Hot topic

DON'T MISS!...



5

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You are the GREEN BERET, a highly trained combat machine. Your mission: infiltrate all four enemy Strategic Defense installations—you are alone against immeasurable odds, have you the skill and stamina to succeed? A slick conversion of the arcade favourite displaying all the play features of the original.

© Konami

TOP GUN

The "TOP GUN" game puts you in the pilot's seat of an F-14 jet fighter. 3-D vector graphics and split screen display allow one or two players to combat head to head or against the computer. Your armaments in this nerve-tangling aerial duel are heat seeking missiles and 20mm rapid fire cannon. Many skills have to be brought in to play such as reflexes, manoeuvring ability and accuracy to become the best of the best. "Top Gun" mavericks enter the danger zone!

TOP GUN TM & © 1986, 1987 Paramount Pictures Corporation. All Rights Reserved

THE GREAT ESCAPE

The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security P.O.W. camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.

Game Design Copyright Denton Designs 1986

Screen shots taken from various computer formats

LIVE AMMO

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1 ITS THE 4TH JULY AND THE NATION IS SET FOR AN ALMIGHTY CELEBRATION.

2 INTO THE COMPARTMENT CALM OF THE WHITE HOUSE BURSTS THE MANIC DR. MEGALOMANN. "STEP DOWN MR PRESIDENT, SUBMIT TO MY RULE OR TODAY AMERICA WILL KNOW A PLAGUE FROM WHICH DEATH WILL SEEM A HAPPY RELEASE".

SCREENSHOTS FROM COMMODORE VERSION.

HI KIDS! NO TIME TO LOSE. C.I.A. SAY THERE'S AN UNIDENTIFIED MISSILE LOCATED IN AN UNDERGROUND SILO IN THE MIDDLE OF THE CALIFORNIAN DESERT. MUST BE THE ONE! CLIMB ABOARD THE SKY CYCLE. TOGETHER WE CAN SAVE THE FREE WORLD. GOD SAVE AMERICA!

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CAPTAIN AMERICA

IN: THE DOOR TUBE OF DR MEGALOMANN